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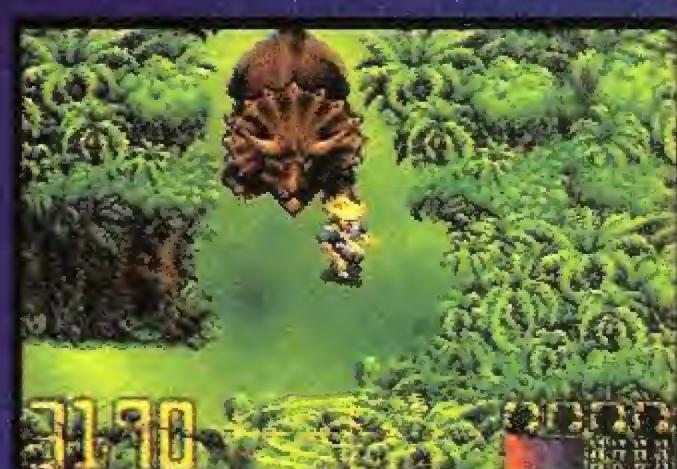
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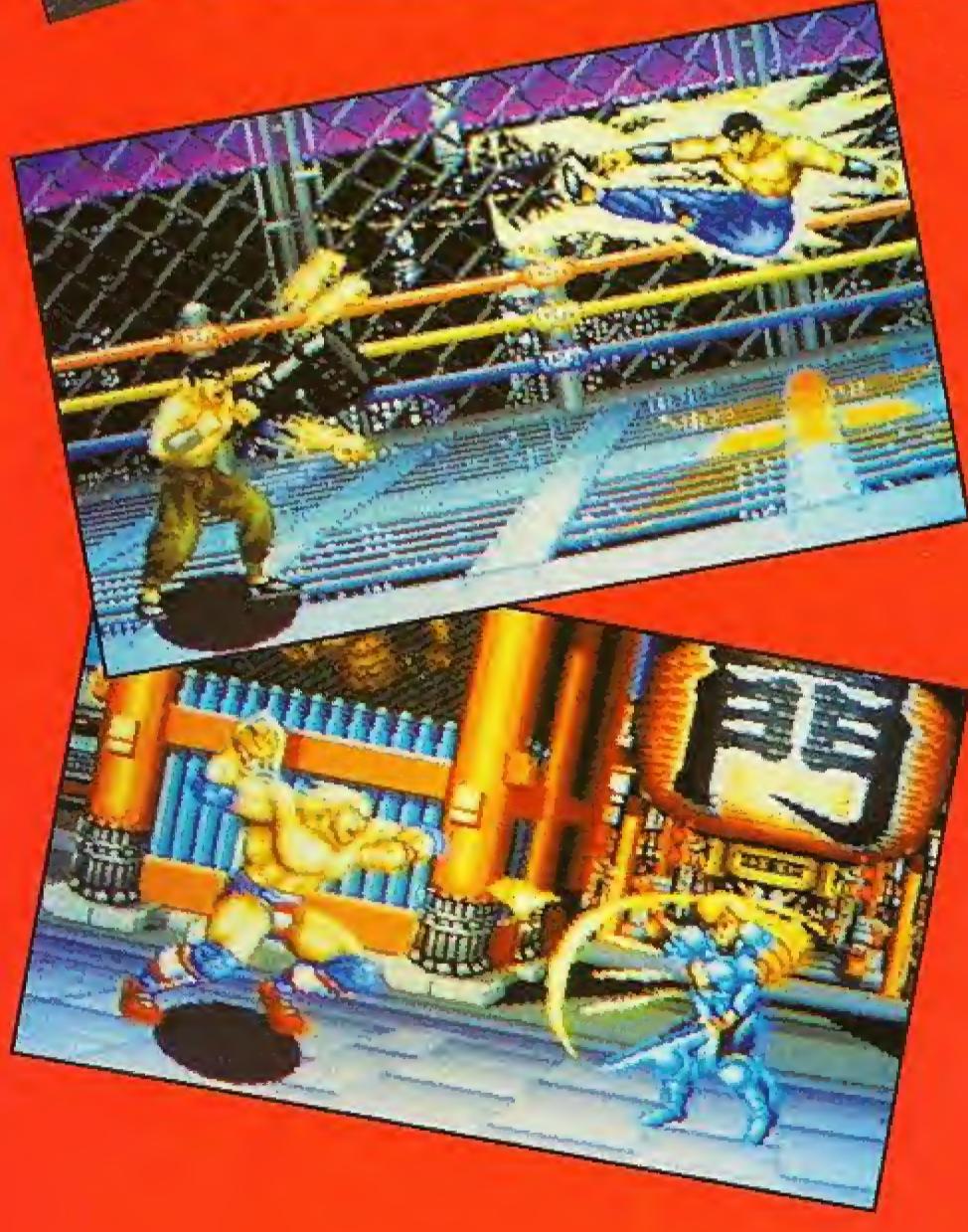
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November 1993

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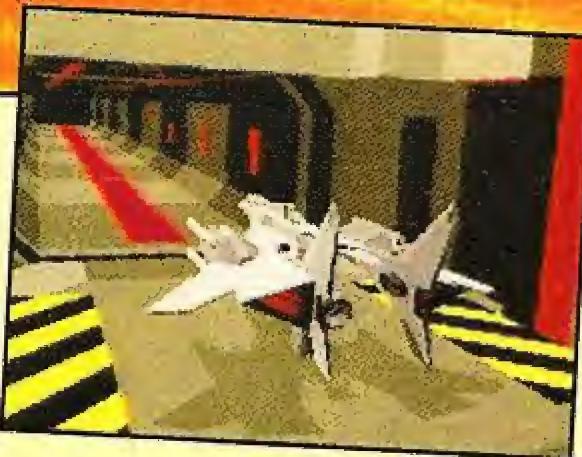


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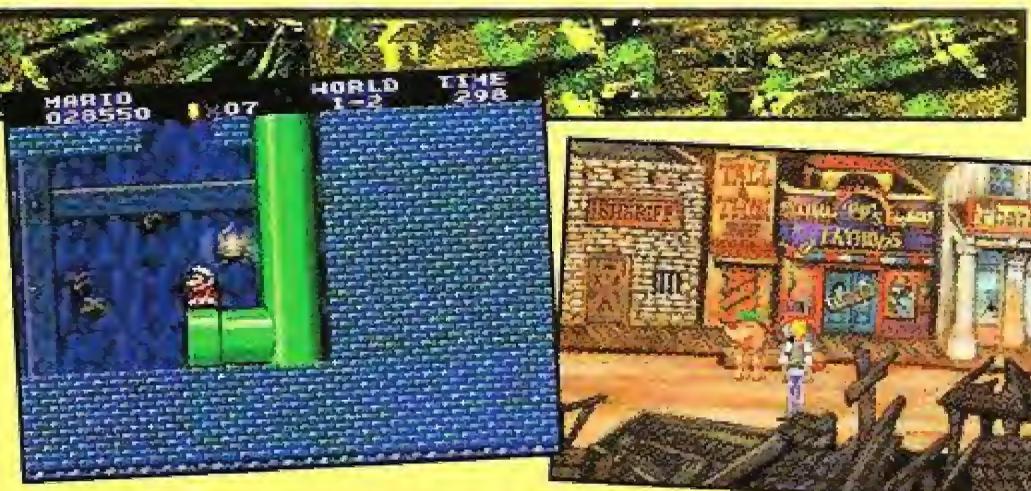
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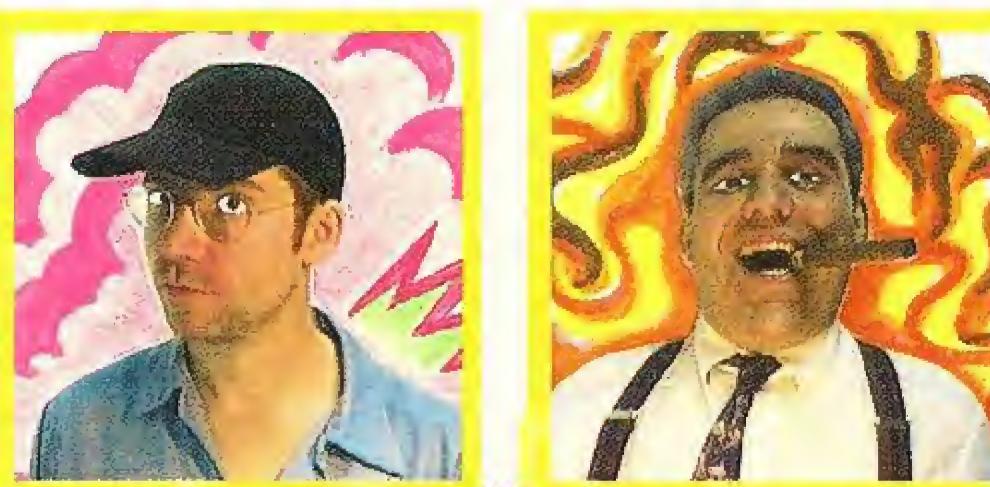
INPUT

DOES 64-BIT REALLY MATTER?

NO!!! 64-bit does NOT matter! What difference does the number of bits really make? I'm sick of talking to people who seem to think just because a game system has MORE BITS it is a better system. What really matters is THE GAMES!!!

I have a friend who has an old Vectrex system, and those games are really cool and they are all much less than 16 bits. Did anyone throw out their Nintendo just because it was an 8-bit system—NO! And, last time I checked, they were still releasing games for Nintendo as well. If size of bits really made any difference, everyone

would just BUY COMPUTER GAMES and play *X-Wing*—computers have lots more MEMORY. Plenty of systems exist side by side—records, CDs and cassettes; VHS, High-8 video and Laser Disc. Okay, so the 8-track is history, but what really matters are the movies or the music—no matter what the format. Remember, size does not matter. No matter what Mike tells you, he can't convince people like me and all the smart people reading this that a 64-bit system is going to make any difference. However, I do believe Mike has a right to his opinion—even if he is wrong. Remember, it's the GAMES not the size of the BITS!



CHRIS

VS

MIKE

WHAT?! Chris you fat, bloated eeeediot!!! Of course 64-bit technology makes a difference! Did the calculator replace the slide rule? Did the automobile replace the horse and buggy? Did

the word processor replace the typewriter? Did the NES replace the Atari 2600? New technology, whether it's computer, aerospace, automobile, etc., ALWAYS has an impact on the way things were done previously. And, unless that technology is flawed in some way, it almost certainly REPLACES the old. COME ON,

when was the last time you used a

typewriter just for fun—to write your editorial? The new Nintendo game machine will most definitely have an impact in electronic gaming, especially with the advent of HDTV just around the corner. True, just because a new system is introduced doesn't mean that you can no longer enjoy games for the old system, but I can GUARANTEE that a time will come when that NES of yours is in a closet collecting dust, especially when the new 64-bit machine will only cost \$250! So, Chris, there will come a time when YOU will become a relic, just like the machines you so critically defend!

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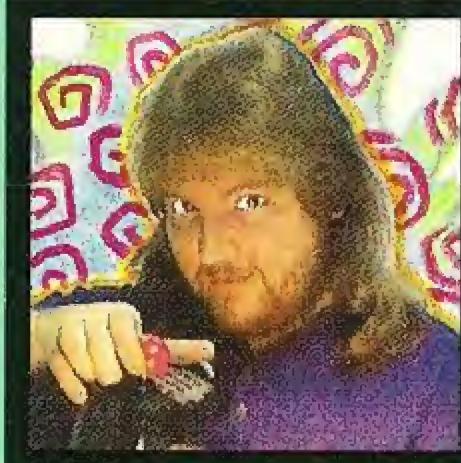
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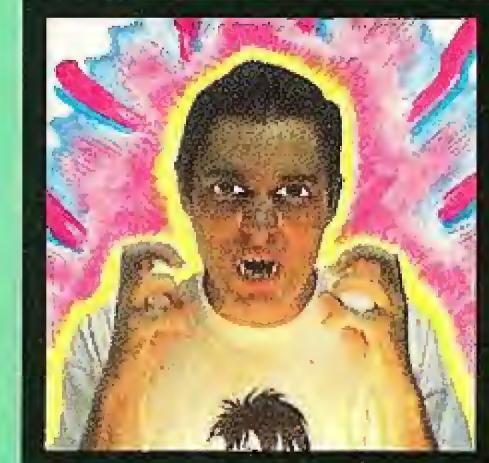
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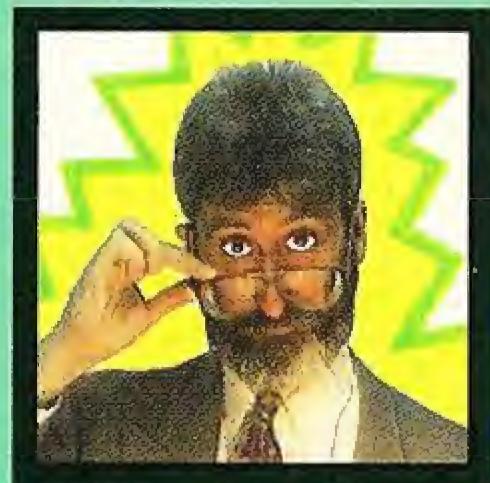
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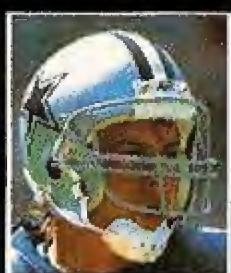
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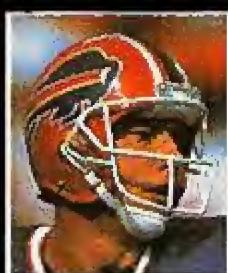
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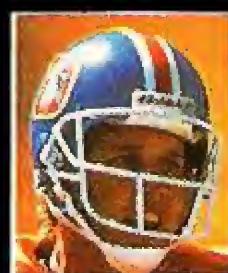
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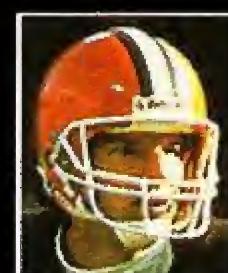
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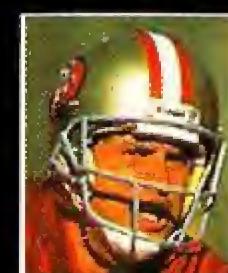
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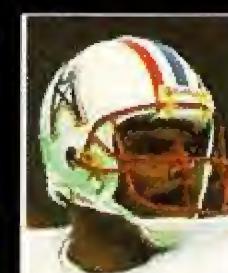
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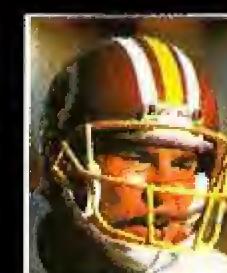
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SOUNDBOARD

SMW
NEWS

NO NASTINESS FOR NINTENDO

Does Nintendo have the right to tell companies: "No, you can't put that on the market; it contains too much blood, nudity, bad language, degrading material or pretty much anything else that could add realism to the game. But hey, sure, we'll edit it for you?"

—Mark Grant
Niskayuna, New York



Sorry, Mark. Nintendo makes a habit of censoring games to protect you. Now, take a game like Mortal Kombat. It will make it to stores, but the blood will be changed to a shade of grey. I guess if you mess with the color control on your TV set you could correct that problem yourself.

WHAT DO YOU MEAN COMPUTER GAMES ARE NO FUN?

I think you should take out the computer portion. Don't get me wrong! I have nothing against computer gamers. In fact, I own a computer. But I don't use it for games. What's the point of a computer section when it only takes up a small portion of the mag? You could use that space for more video-game articles. I bet there are a lot of computer gamers who want the video-game section out. Why not publish two mags? Why not ask the other readers if they agree?

—Brian Henaghan
Alameda, California

Okay readers, what do you think? Write us with your response and we will compile the results. Our opinion is that much of video gaming crosses over into computer games and they are a very necessary part of the magazine. Just this issue, we have four new Star Wars games, one for SNES, one for Game Boy and the other two for the PC.

STREET FIGHTER III?

Are they making *Street Fighter III*? And, if so, when will it be coming out?

—Alex Tikhman
San Francisco, California

The fact is that the next Street Fighter game will be Super Street Fighter II and NOT Street Fighter III. The arcade version will be the first one available, so keep reading and you'll hear about it here first.



GAME GENIE DEBATE RAGES ON

Game Genie: Does it cheat you out of a game or does it enhance your game playing? In answer to this question, it all depends on the game player. A Game Genie is a lot like a gun. You can use a gun to go out and kill somebody. You can use a Game Genie to cheat your way through a game you've never played before. At the same time, you can use a gun to defend yourself. You can also go out to a shooting range to practice and hone your

abilities. You can use a Game Genie to change the conditions of the game enough to practice and hone your abilities. You can make the game easier so that you can get used to the controls and to the game. Once you feel comfortable with the game, take the Genie off and play it normally. Once you've conquered the game that way, use the Game Genie once again to make things more difficult. Myself, I don't use a Game Genie on a game until I've already beaten it. Then I use it to change the game in some way. This way I get more PPBS (Play Per Buck Spent I believe was the term used by another game player who wrote to your letters column) out of my games.

—Sharon Grause
Marianna, Florida



ANOTHER TAZ-MANIAC

Thank you for telling me about Sunsoft "cheat-proofing" *Taz-Mania*. I had been thinking of buying this game. Now I won't.

Why? Because I am a 50-year-old woman who likes to play video games when I have some spare time, who sadly is also not very good at it. Without the help of the Pro Action Replay or the Game Genie "cheat" codes, 90% of the games are unplayable beyond the second level for me. With the "cheat" codes, I can not only play but *enjoy* games that otherwise would be beyond my ability.

I am appalled that Sunsoft has removed my freedom of choice in this matter in the mistaken belief it will increase its sales. Well, in this case it has decreased its sales by at least one. I also suspect I am not the only older player out here who depends on the codes to be able to do what an eight-year-old kid can do with his eyes closed.

Also, *Street Fighter II* in any mode is of no interest to me, nor, I'm sure, is it to any other female player, no matter what age, as we don't have this need to go around knocking each other's brains out for fun—like the male of the species seems to get such a thrill out of.

Do you have Sunsoft's address? I would like to write and tell its "powers that be" how much I dislike their attitude.

—N.W. Donnell
Round Mountain, Nevada

You can write to Sunsoft at 11165 Knott Ave., Cypress, CA 90630. Please be aware that Taz-Mania does work with the Game Genie.



\$\$\$\$CASH-COM\$\$\$\$

Capcom probably made a new and improved *Street Fighter II Turbo* to make more money by making players buy both versions. This makes me wish I didn't buy the first one. When Capcom was making the first SNES *Street Fighter II*, it probably planned on making a better one and releasing it after the first one.

LJN did the same thing. It made *WWF Super Wrestlemania*, but the wrestlers were lacking special moves, among other things. I'll buy *Street Fighter II* and let myself be tricked, cheated, ripped off only because it's a great game. I also bought *WWF Super Wrestlemania* before *WWF Royal Rumble* was released, but I won't spend the money on buying *WWF Royal Rumble*. I got tricked twice, and I hope it won't happen again.

—Cliff May
Laguna Niguel, California

SEWER SHARK SPECIAL EFFECTS

On the opening credits of *Sewer Shark* there is a line that reads, "Of a John Dykstra U-direct film." Recently, I was reading a souvenir program from *Star Wars* and guess whose name I came across—John Dykstra's! Dykstra has been on special effects crews for *2001*, *The Andromeda Strain*, *Silent Running*, *Voyage to the Outer Planets* and, of course, *Star Wars*. So, Sega or Sony Imagesoft got a credited special effects artist to help out with the SFX on *Sewer Shark*. That deserves a Yea!

—Shawn Sackenheim
West Chester, Ohio

RATINGS SYSTEM SUPPORTER

I have been a faithful reader of your magazine for almost seven years and have never been let down when buying it. I'm writing in reply to your August 1993 edition of *Yea & Nay*, in which the question of Sega's new rating system being good or bad was raised. I am a proud Genesis owner and have been for some time. So, when I first heard Sega was starting a rating system, I was ecstatic. I thought, "Finally, I'll stop hearing all of these people whining about too much violence or sex in the video games they buy." This way, they know what they're getting themselves into when buying Christmas gifts for their kids.

WRONG! Now all I hear is people bashing Sega for this system, accusing them of using it as an excuse to introduce more adult programming into the game-console industry. They're never happy. I, however, praise Sega for doing what should have been done at the beginning of the electronic-gaming revolution, when graphics became better and up to arcade standards. These ratings could not have come at a better time, when gaming graphics are using digitized images for near-movielike animation (Sega CD, 3DO, etc.). In the case of computer games, MegaTech's *Metal & Lace* has a rating of NR-13 for its graphic content. I applaud all who endorse this method, as I think of it as a more thoughtful and personal way for gaming companies to look out for their consumers without taking their right to choose for themselves away.

—Michael Baker
Garden City, Michigan

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IF YOU READ ONLY ONE LETTER THIS ISSUE—MAKE IT THIS ONE! TRAGEDY STRIKES AN ARCADE: THE FIGHT AGAINST FIGHTING GAMES

I have a question for the video-game industry: When are you guys going to stop releasing fighting game, after fighting game, after fighting game? It seems like half the games produced have something to do with beating up your opponent.

There's a four-year-old who lives two houses down from me. We also have a schoolyard down the street with a large field. On one instance, this four-year-old kid followed me down to the schoolyard and immediately went to work pretending he was Ryu and started beating up my friends.

I get annoyed, no, *pissed off*, when I see a fight erupt in an arcade as a result of *Street Fighter II*. There was a fight in the Keystone Arcade two blocks from my house that resulted in one death. This same arcade has ten *Street Fighter II: Champion Edition* machines. Any questions?



What comes to my mind when I think of this is how there are hardly any new ideas nowadays. It seems like the industry ran out of ideas in 1987. The last of the innovative games, in my opinion, was *Super Mario Bros*. This came to mind when I last visited the Winchester Mystery House here in San Jose. They have an arcade there consisting of ten to 15 games. What pisses me off is that they took a perfectly good *Dig Dug* game, the very one which I happened to give my whole life's savings to when I was four to 12 years old (as I am now 13), and put a *Street Fighter II* board into it. It had become sort of a tradition to drop four or five dollars into that machine, but, alas, there was no more. (Capcom, you'd better not be laughing!) —Tod Weitzel

San Jose, California



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PRESS START

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NEWS

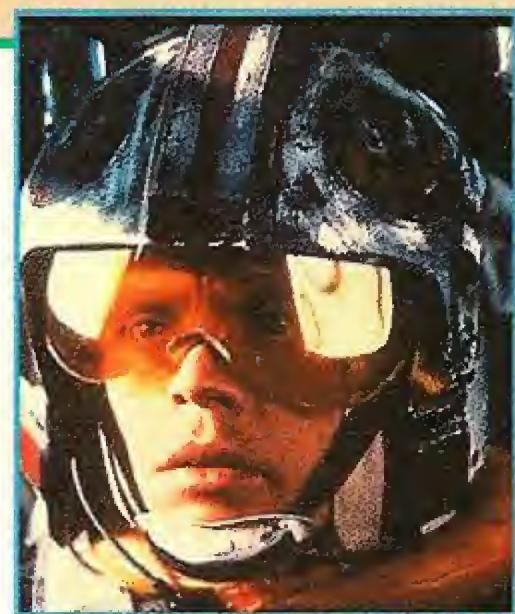
STAR WARS STRIKES BACK... AGAIN

THE NEXT STAR WARS TRILOGY: *THE ADVENTURES OF OBI-WAN KENOBI* OPENS IN 1997! The first film of the new *Star Wars* trilogy, detailing the adventures of the young Obi-Wan Kenobi, will be released in 1997, with other films in the trilogy following in '98 and '99. George Lucas is currently writing the first-draft scripts. Lucas has also created a whole new division of ILM that will ONLY do effects for the new trilogy.

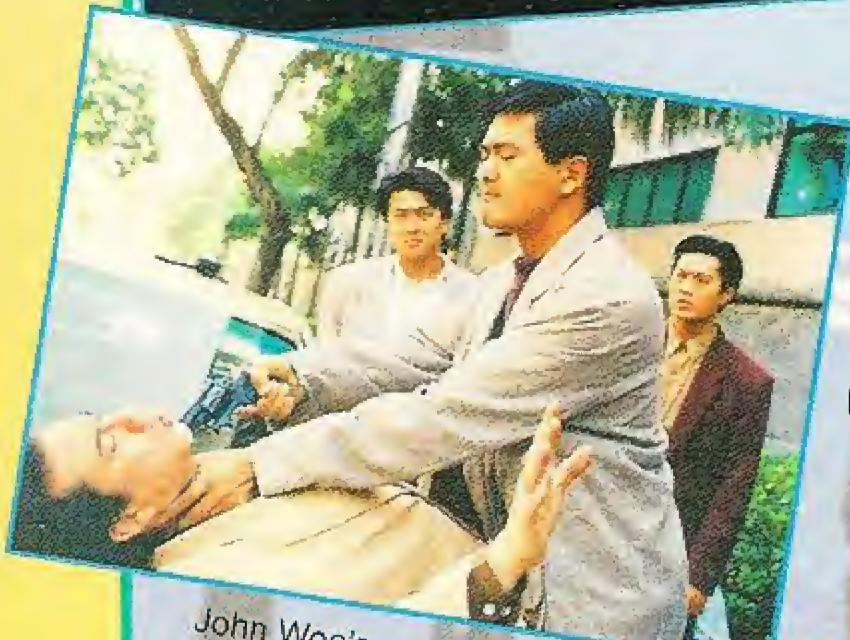
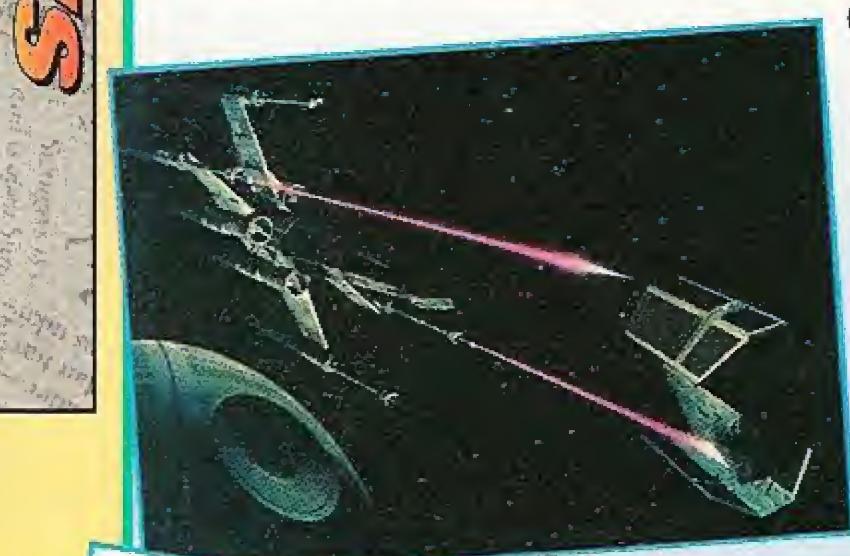
Directors rumored to be considered for the series are Joe Johnston (*The Rocketeer*) and Hong Kong action director John Woo. Woo would be an excellent choice because the *Star Wars* films have an Asian influence. It's no secret that Lucas has an affection for Asian films. *Star Wars* is based on two Akira Kurosawa films: *The Hidden Fortress* and *The Seven Samurai*.

John Woo has directed some really cool action films that have solid stories and characters like *The Killer*, *Hard-Boiled* and the new Van Damme film *Hard Target*. (Check out some of Woo's films at cool video stores near you and you'll see that he would be a perfect director.)

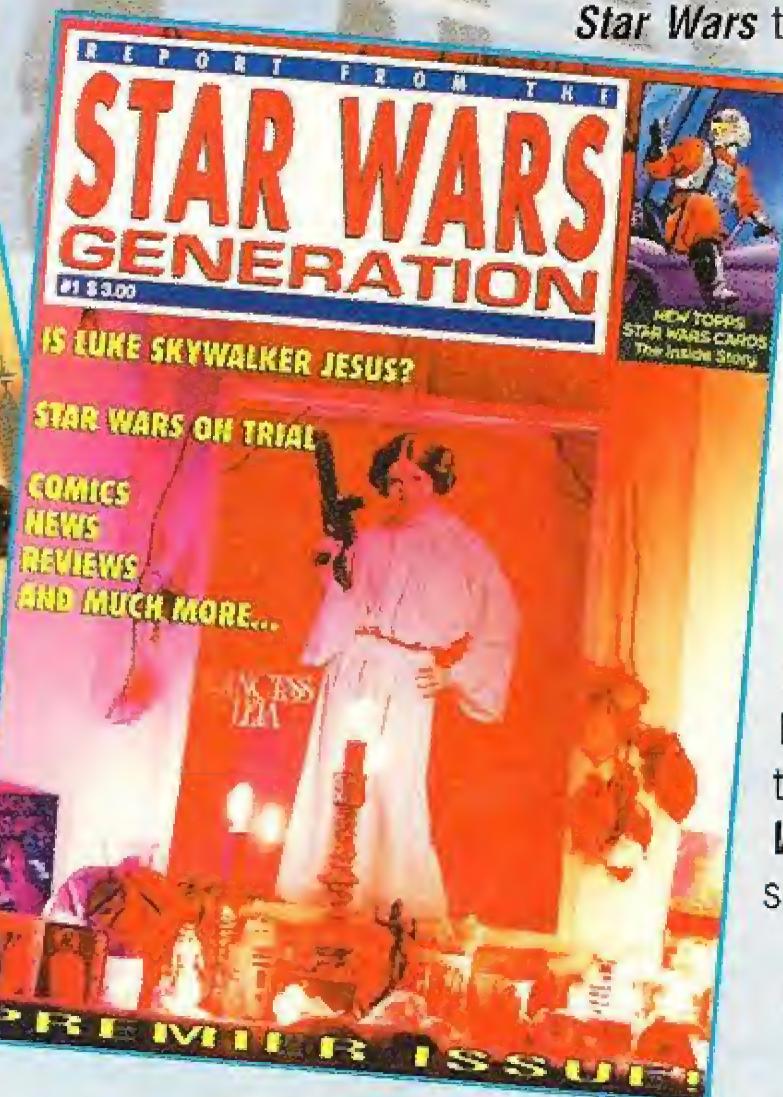
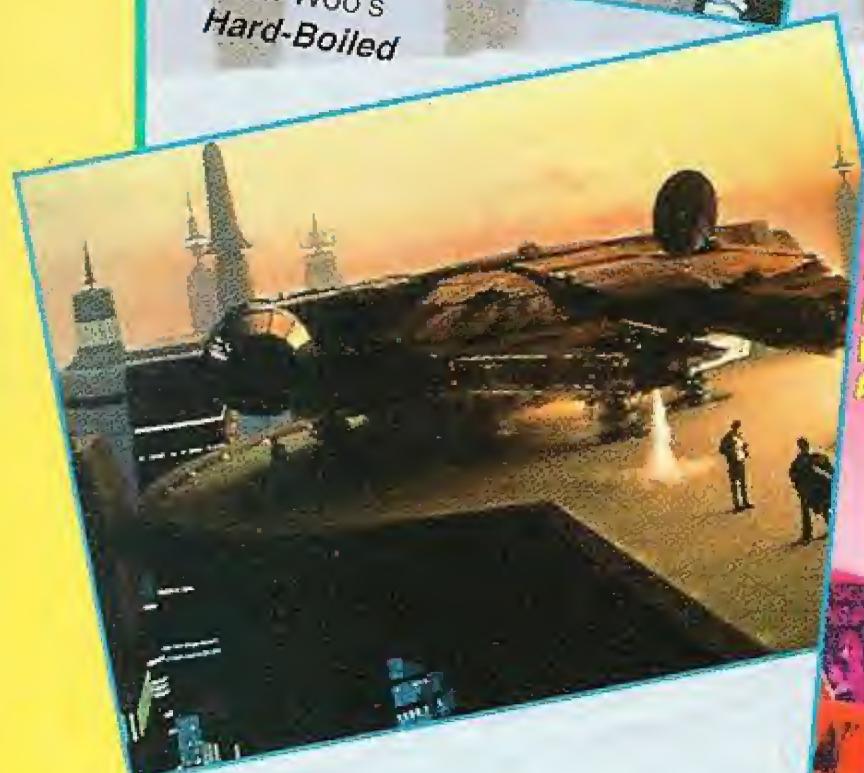
Woo was quoted in an interview in FILM THREAT Magazine as saying that he would like to do a "science fiction" film. *Star Wars* may be the one. Of course, Lucas is very secretive, but our inside informant, The Snitch, has been able to obtain this top secret information.



Not *Star Wars*, *Hard-Boiled*



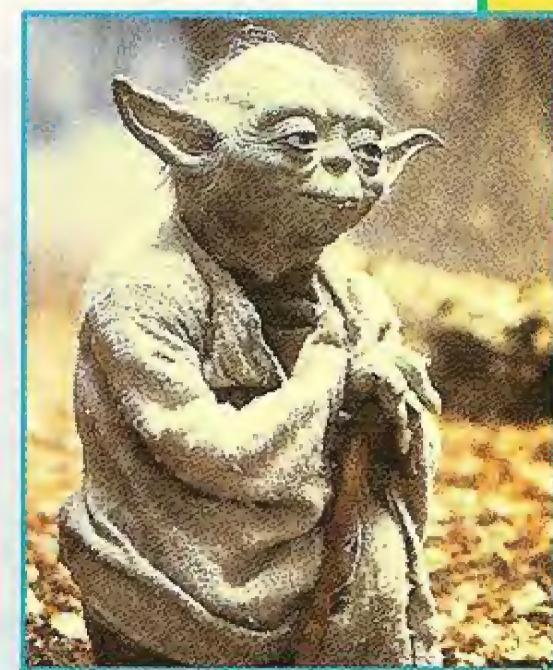
John Woo's
Hard-Boiled



The *Star Wars* blitzkrieg in the video-game world is being matched in the realms of toys and card collecting. Prices for *Star Wars* memorabilia have rocketed in the past year. Some of the cooler *Star Wars* toys are the A-Wing Fighter and the Boba Fett production figure that really shoots.

Finally, in *Star Wars*-related news, check out *Report From the Star Wars Generation*. This new magazine features all sorts of cool *Star Wars* facts. The premier issue has stories on the new collector cards, the *Star Wars*-Bible connection and various cartoons and reviews that are all *Star Wars*-related. To get a subscription, send \$12 for four issues to:

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San Francisco, CA 94114



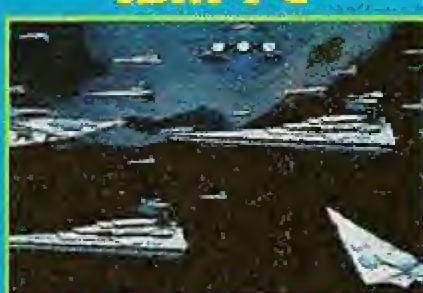
TOP 10 SNES



1. *Street Fighter II Turbo* by Capcom
2. *Super Mario All-Stars* by Nintendo
3. *NFL Football* by Konami
4. *Star Fox* by Nintendo
5. *Final Fight 2* by Capcom
6. *Super Mario Kart* by Nintendo
7. *Mario is Missing!* by The Software Toolworks
8. *Bubsy* by Accolade
9. *Nigel Mansell's World Championship Racing* by Gametek
10. *Legend of Zelda: A Link to the Past* by Nintendo

1. *X-Wing* by LucasArts
2. *Might & Magic: Clouds of Xeen* by New World Computing
3. *The 7th Guest* by Virgin
4. *Prince of Persia II* by Broderbund
5. *X-Wing Mission #1, Imperial Pursuit* by LucasArts
6. *Strike Commander* by Origin
7. *Wolfenstein 3-D/Spear of Destiny* by Formgen
8. *Hardball III* by Accolade
9. *Links-386 Pro* by Access
10. *Dark Side of Xeen* by New World Computing

TOP 10 IBM PC



Xfile

WELCOME TO THE FUNKDIMENSION

VIDEOGAMES catches up with Greg Johnson and Mark Voorsanger, the designers of *ToeJam & Earl* and the upcoming sequel. This strange pair talk about 16 megabits, manic-depressive aliens and Sega's *ToeJam & Earl* in Panic on Funkotron.

BY J. DOUGLAS ARNOLD AND ZACH MESTON

VIDEOGAMES: You've redesigned the *ToeJam & Earl* concept. Are players still going to be searching for hidden stuff, or is it more of a platform game?

Mark: It's both.

Greg: At the game intro there's a news broadcast, and it says "The Earthlings are harassing all of the local inhabitants, and it's believed they got here by clinging to the spaceship of *ToeJam & Earl*." *TJ & E* freak out: "Aaaaaah!"

Mark: The Earthlings hide in bushes, trees, manholes and other places.

Greg: *ToeJam* and *Earl* throw these jars and the Earthlings get sucked into them. Then they pick them

up, and at the end of the level, they chuck them into a big funky rocket ship that says "To Earth" and it blasts off.

VG: How many levels is *TJ&E 2* going to have?

Mark: Twenty to 25. But it's got a lot of areas in each level. It's going to be a big game—16 megs.

VG: Say more about the game.

Greg: We wanted to try something different. What carried us through the second game were the characters; we got this animator, Kirk Henderson...a real "old school" animator. He's done a lot to bring the characters more alive visually and create their world.

Funkotron is *ToeJam* and *Earl*'s home planet; all their friends are there—Sharla, Smoot, Peabo, Lewanda. Each has their own personality. They talk to you, and you go to their houses. There are several stories as you go along—sort of like little soap operas. For example, Sharla's in love with Smoot, but Smoot only loves himself. And Sharla's kind of manic-depressive and always has these mood swings.

There's also a deeper story that you find out about later on: Because the Earthlings have arrived, Funkotron is losing its funk. Every now and then the sound goes "Zzznk" and the screen changes to

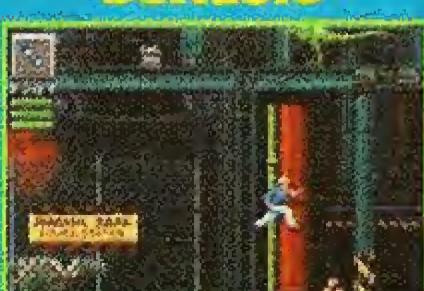
black and white, freaking out all the Funkotronians. The source of all the funk on Funkotron is a little creature called the Funkapotamus, and he's fled into the Funkdimension to get away from all of these Earthlings. So *ToeJam & Earl* run around trying to get all of his favorite things like his pet parrot Merlin and his high-tops and all this stuff.

VG: Is Trixie the mermaid going to be in *TJ&E 2*?

Greg: [laughs] Oh, you found her, huh? That's cool. We might put her in—we haven't really thought about that. We're going to really make the game built with secrets.



TOP 10 GENESIS



1. *Jurassic Park* by Sega
2. *Bill Walsh College Football* by Electronic Arts
3. *Shining Force* by Sega
4. *Jungle Strike* by Electronic Arts
5. *PGA Tour Golf II* by Electronic Arts
6. *RBI Baseball '93* by Tengen
7. *John Madden Football '93* by Tengen
8. *X-Men* by Sega
9. *Hardball III* by Accolade
10. *Ms. Pac-Man* by Tengen

VIDEOGAMES

TOYS

In toy news, *Street Fighter* and *GI Joe* have teamed up to create a new fighting force in the *Joe* universe. Hasbro has come out with both small- and large-size action figures for all the *Street Fighter* characters. Each figure comes with assorted weapons, a bio card and, best of all, instructions for secret moves right on the box.



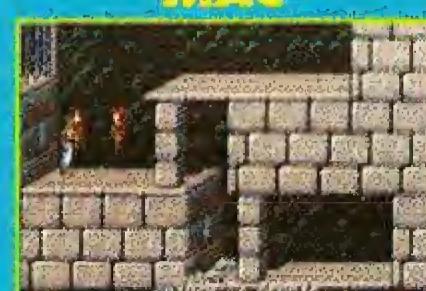
SPIN OFFS

Barcade Battler products have finally reached the U.S. Japanese markets in Los Angeles, San Jose and San Francisco have gotten Barcode Battler gum for the Conveni Wars Battler game. Each package comes with two toy robots, a battler card and four sticks of gum. Will the game be as popular in the U.S. as it has been in Japan? We'll see in the next few months.

Also at your local Japanese market are Super Mario World gum, candy and cookies. They come with assorted toys, stickers and trading cards featuring Mario and the beasties from the video game.



TOP 5 MAC

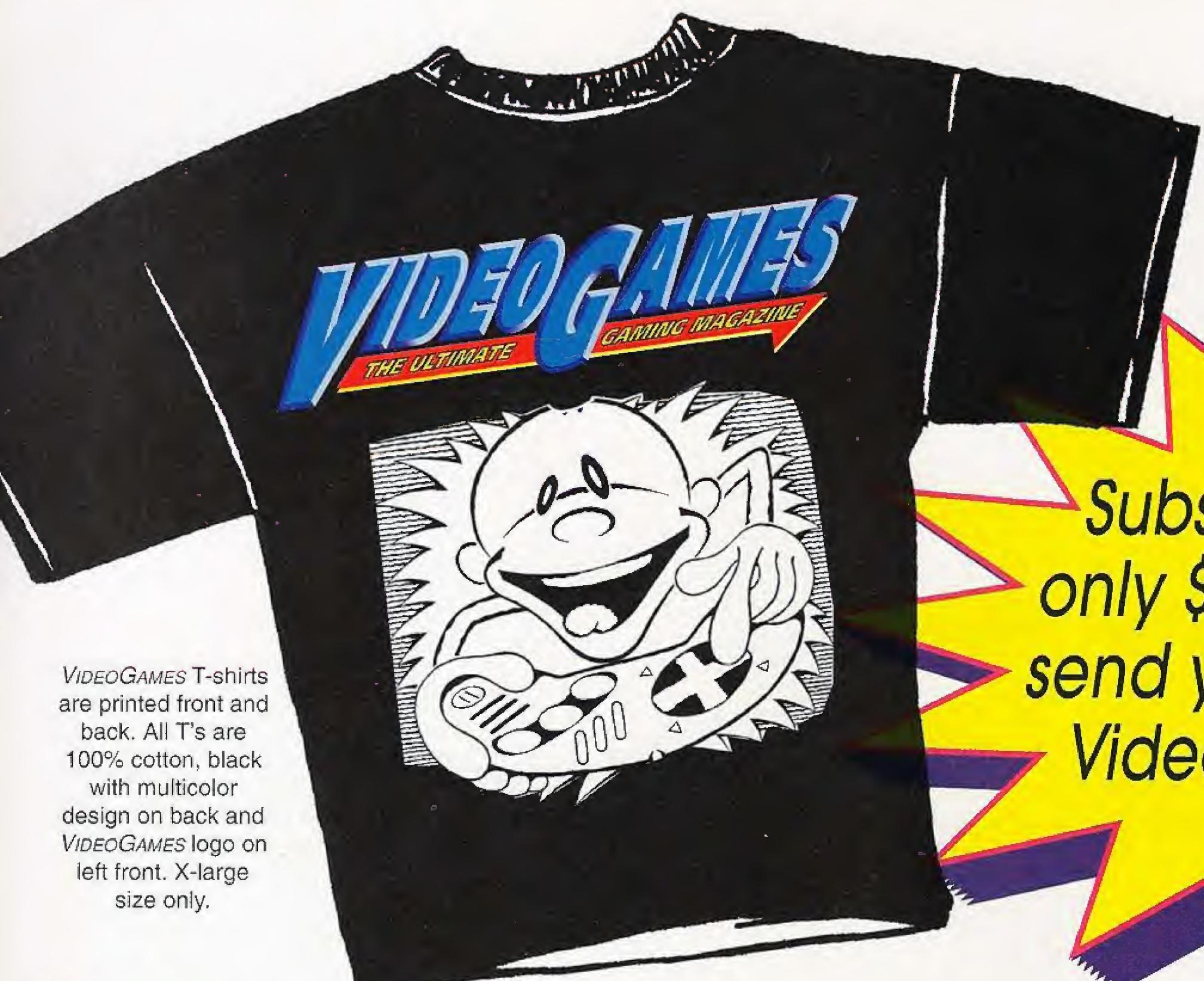


1. *Prince of Persia* by Broderbund
2. *SimCity Supreme* by Maxis
3. *Microsoft Flight Simulator* by Microsoft
4. *Kings Quest VI* by Sierra On-Line
5. *PGA Tour Golf* by Electronic Arts

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Mage Mutant
Ninja Turtles:
Tournament
Fighters



MEGA-MOVIE NEWS

EXCLUSIVE NEWS FROM HOLLYWOOD

DO WE REALLY NEED TO SEE PONG: THE MOVIE? In the bad idea for a movie file, get ready for *Pong: The Movie*. Based on the popular late-'70s table tennis video game of the same name, the film version reportedly stars Michael J. Fox as the lovable Pong, who is cursed with being made of rubber. Pong must save the Earth from being used—and destroyed—in an intergalactic video game and save his girlfriend, Lazy Susan (Rosie Perez) from the evil King Void (Jack Palance) and his army of paddle soldiers.



WILL HARVEY KEITEL PLAY WOLVERINE IN X-MEN? One of the hottest rumors circulating around Hollywood centers on the *X-Men Movie*. This one is sure to be intense, with reports that it will star Harvey Keitel as Wolverine. Keitel is known for his acting skills in such critically acclaimed movies as *Reservoir Dogs*, *Bad Lieutenant* and *Taxi Driver*. Keitel would be perfect for the role of Wolverine, Marvel's berserker hero. He has both the look and the acting skill that the *X-Men Movie* needs.

THE FANTASTIC FOUR STRETCHES INTO THEATERS THIS FALL. Marvel Comics stalwarts The Fantastic Four will finally make it to the big screen. Directed by Oley Sassone



for Concord Pictures, this low-budget epic uses the latest in computer special effects to give actors Alex Hyde-White (Mister Fantastic), Rebecca Staab (Invisible Girl), Jay Underwood (The Human Torch) and Michael

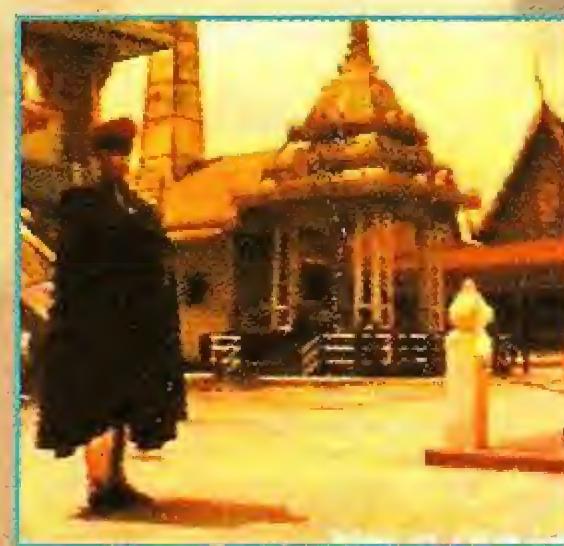


STREET FIGHT



We're all anxiously awaiting the new *Street Fighter II* movie, but here are some live-action shots that The Snitch got from his secret sources in Japan and Hong Kong.

This first set of photos is taken from the *Street Fighter II Turbo* commercials. Capcom has two different commercials playing in Japan. One features Chun Li meditating about her fight with M. Bison in a crowded



private detective who is searching for a runaway girl. *City Hunter* is a stylized, comedic action picture along the lines of the *Dick Tracy* movie.

In the end fight, Chan fights actor Gary Daniels in an arcade. Chan is thrown into a *Street Fighter II* game and, when he gets up, finds that Daniels has turned into Ken Masters. Chan himself struggles

TOP 10 GAME GEAR



1. Columns by Sega
2. Tom & Jerry The Movie by Sega
3. Taz-Mania by Sega
4. Sonic the Hedgehog 2 by Sega
5. Land of Illusion Starring Mickey Mouse by Sega
6. Outrun Europa by U.S. Gold
7. Tengen World Cup Soccer by Tengen
8. Prince of Persia by Domark
9. The Majors: Pro Baseball by Sega
10. R.C. Grand Prix by Absolute

1. 680 Attack Sub by Electronic Arts
2. Shadow of the Beast II by Psygnosis
3. Overlord by Virgin
4. Legend of Kyrandia by Virgin
5. AD&D Eye of the Beholder II by Strategic Simulations

TOP 5 AMIGA



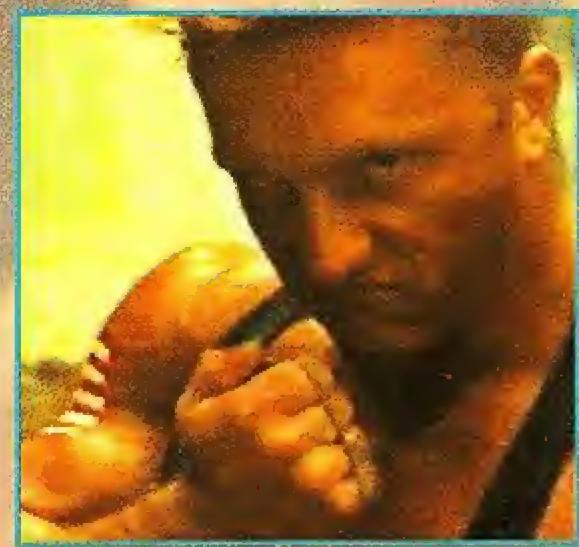
VIDEOGAMES

ER II... ALIVE!!!



marketplace. The second has Guile meditating about his own fight in M. Bison's sacred temple.

Our second set of secret, live-action photos comes from a new Hong Kong movie called *City Hunter*, directed by Wong Jing. Featuring the superstar of Chinese and Japanese cinema, Jackie Chan, *City Hunter* is based on a Japanese comic book. Chan plays the character Ryu Saeba, a womanizing



with the *Street Fighter* controls and turns himself into Edmond Honda. Chan is defeated by Ken, so he turns himself into a tag team of Guile and Dhalsim, who are also defeated.

Finally, when Chan turns into Chun Li, he is able to defeat Masters. This scene is a classic video game/cinema crossover. Look for *City Hunter* in theaters in 1994.

TOP 10 GAME BOY



1. *The Legend of Zelda: Link's Awakening* by Nintendo
2. *Super Mario Land 2* by Nintendo
3. *Super Mario Land* by Nintendo
4. *Kirby's Dream Land* by Nintendo
5. *Yoshi's Cookie* by Nintendo
6. *Star Trek: The Next Generation* by Absolute
7. *Tetris* by Nintendo
8. *NBA All Star Challenge 2* by LJN
9. *Tiny Toon Adventures* by Konami
10. *Golf* by Nintendo

VIDEOGAMES

MEGA-MOVIE NEWS

EXCLUSIVE NEWS FROM HOLLYWOOD

Bailey Smith/Carl Ciarfalo (Benjamin Grimm, a.k.a. The Thing) their superpowers. Says Sassone: "I know there's a built-in audience, people who've followed The Fantastic Four for years. But there's a new, young audience, and those are the people that I want to really be true to. I'm hoping when those people see it, they say, 'He delivered.'" We hope so too, Oley.



LOST IN SPACE STARS RICHARD SIMMONS AS DR. SMITH? *Sweatin' to the Oldies* champion Richard Simmons is making his big-screen debut as the bumbling Dr. Smith in the movie version of the popular '60s TV series *Lost in Space*. You'll remember Smith as the constant complainer and fraidy cat trapped with the Robinson family. This is the perfect role for Simmons, whose energetic qualities are what the remake needs to make it true to the old series.

NEWS

THE GUYVER ATTACKS AMERICA!

The popular Japanese cartoon that became a live-action movie in Japan, *The Guyver* is being made as an American film. The first, starred Mark Hamill of *Star Wars* fame and Jimmy Walker from the '70s TV sitcom *Good Times*. *The Guyver* is about an alien armor system that, when worn by humans, gives them superhuman strength. The Guyver suit looks like a cross between Godzilla and Alien. The special effects for the American movie are being done by Steve Wang, known for his effects in the cult film *Kung Fu Rascals*. This Guyver film should look even better than the first. Look for *The Guyver* at your local cineplex early next year.

Be sure to read our next issue, as our inside informant, *The Snitch*, brings you the latest from Hollywood. Remember, no other game magazine brings you exclusive movie news like *VIDEOGAMES*.

TOP 10 SEGA CD



1. *Final Fight CD* by Sega
2. *Ecco the Dolphin* by Sega
3. *Batman Returns* by Sega
4. *Robo Aleste* by Tengen
5. *Jaguar XJ220* by JVC
6. *Time Gal* by Renovation
7. *Road Avenger* by Renovation
8. *Night Trap* by Sega
9. *The Adventures of Willy Beamish* by Sierra
10. *After Burner III* by Sega

NOVEMBER '93

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and flying acrobatics that stun the audience. Sometimes even the

Aero the Acro-Bat is a high-flying, death-defying who combines super artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro-Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he's

Aero's act is based on his agility and plain cuteness. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even ride operators from the fair gathered under what might

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro-Bat realized that this was more death-defying than ever. One of the platforms was rigged with explosives ... which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro-Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shredded in darkness as the platform mysteriously malfunctioned, Aero leaped to safety, injury and still managed to land with a flourish!

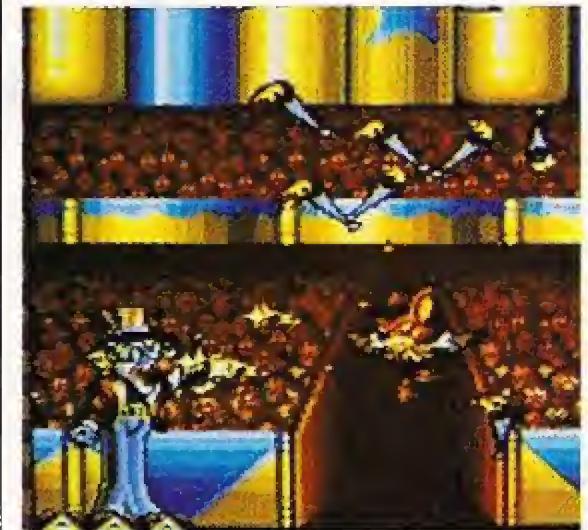
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter learned that Ektor is a sadistic saboteur who wants to sabotage the circus and anyone who gets in his way. And he's not above to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming no-goodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. And don't even mention the tightropeballerina who loves to squish bats about a handful!

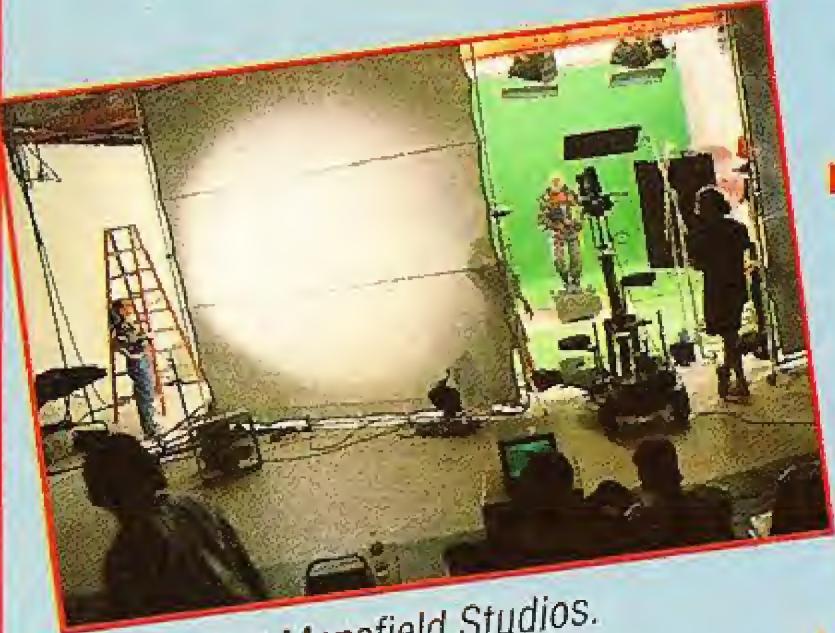
If you've read this far, you qualify as a real fan of Aero the Acro-Bat. And if you're one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro-Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe

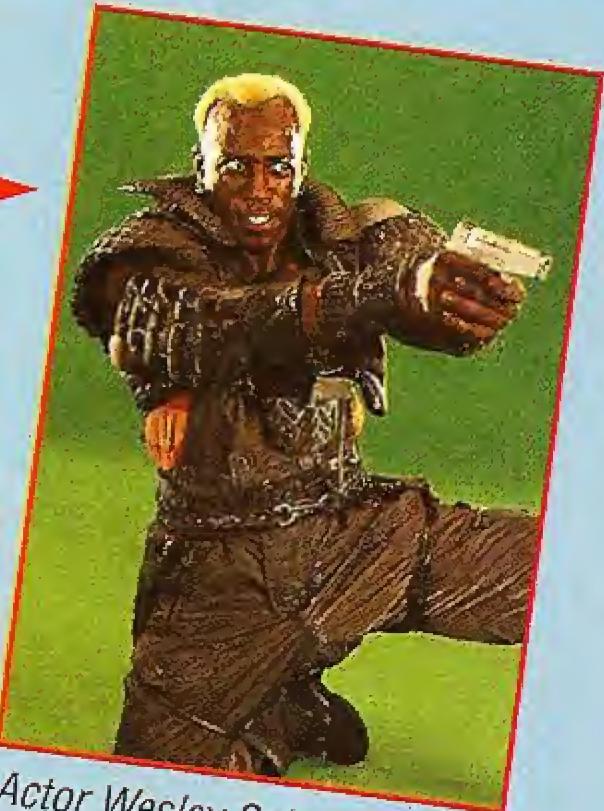


The Mechanics

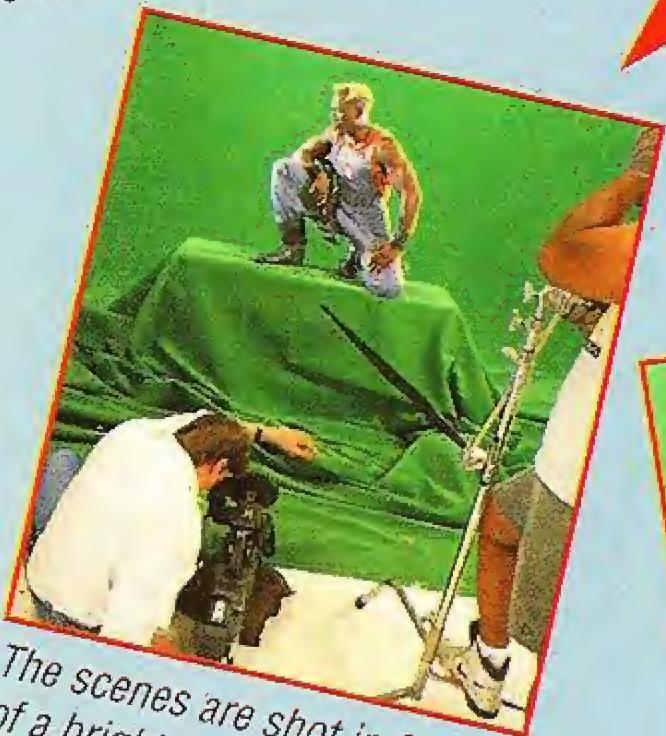
Check out our exclusive behind-the-scenes photos of the Demolition Man video-game shoot!



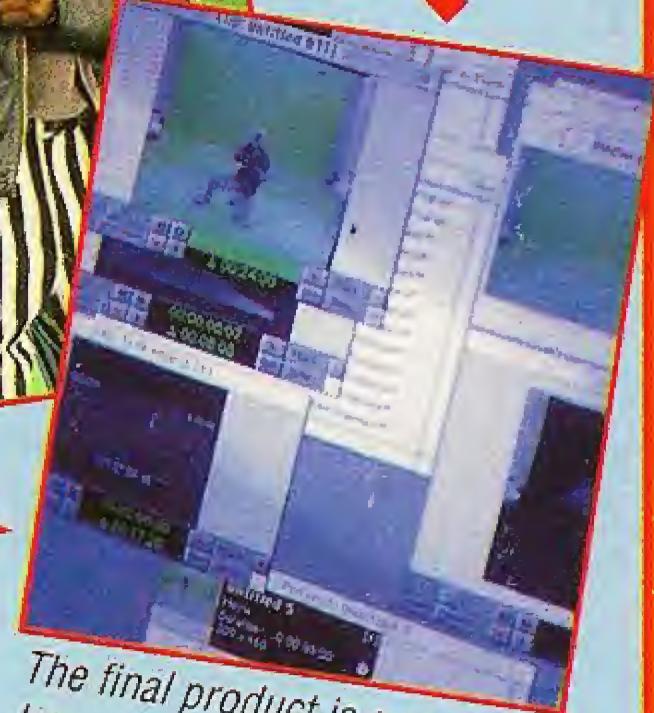
On the set at Mansfield Studios.



Actor Wesley Snipes is shooting scenes for the upcoming Demolition Man 3DO game.

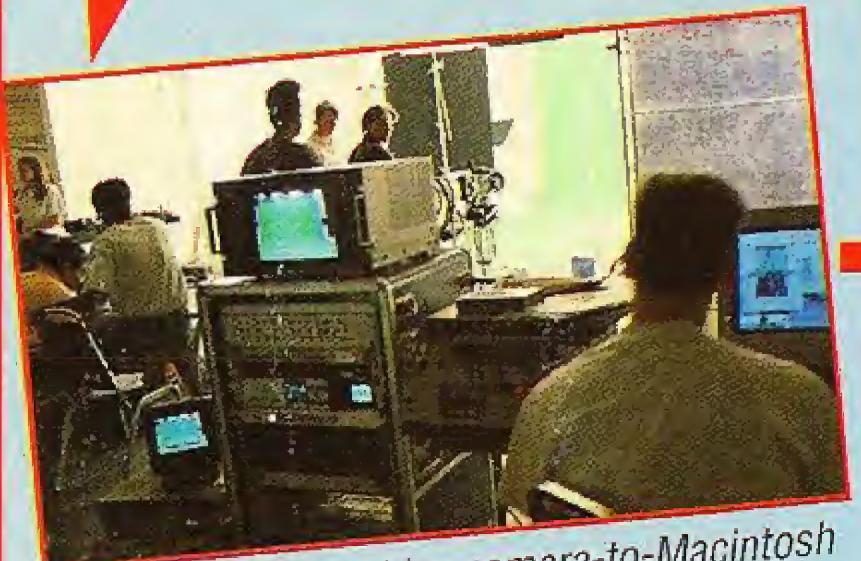


The scenes are shot in front of a bright-green screen, similar to blue screens used for big-screen special effects.



The final product is a seamless morphing of Snipes into the world of Demolition Man. Look for the game this holiday season.

PHOTOS BY ILONA LIEBERMAN



Technicians use a video camera-to-Macintosh hookup and Adobe Premier to place the image of Snipes into a computer-generated background.

GUN CLUB

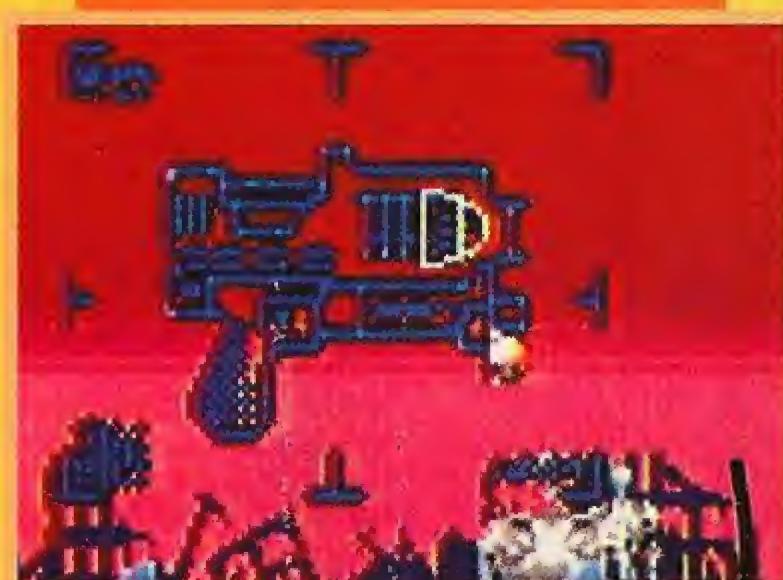
This month we feature the weapon for Sega's *Terminator 2* game. The gun is sectioned to accept in-play modifications.



1. Extra Bullets



2. Extra Coolant to prevent gun from overheating after extended use.



3. Guided Missiles to destroy jump ships, tanks and bosses.

TOP 10 UPRIGHT COIN



1. *NBA JAM* by Midway
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Title Fight* by Sega
5. *Super Chase H.Q.* by Taito
6. *Street Fighter II: Champion Edition* by Capcom
7. *The Punisher* by Capcom
8. *Terminator 2* by Midway
9. *Final Lap 3* by Namco
10. *Fighter's History* by Data East

1. *Stadium Cross* by Sega
2. *Virtua Racing* by Sega
3. *Lucky & Wild* by Namco
4. *Suzuka 8 Hours* by Namco
5. *Crime Patrol* by American Laser Games
6. *Race Drivin'* by Atari
7. *Mad Dog II* by America Laser Games
8. *Moto Frenzy* by Atari
9. *X-Men* by Konami
10. *Final Lap 2* by Namco

TOP 10 DELUXE COIN



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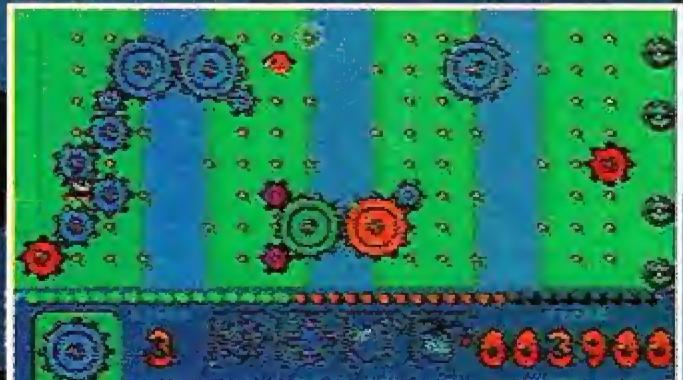
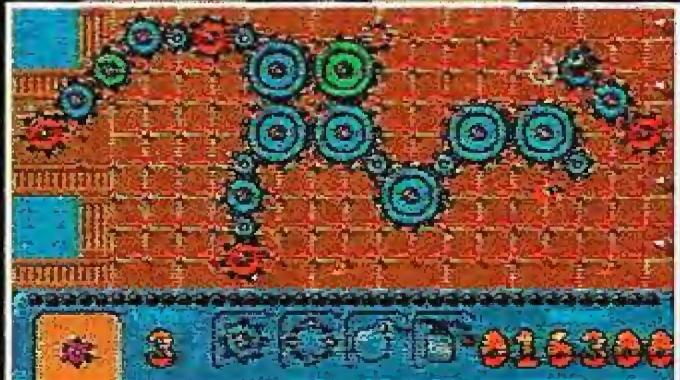
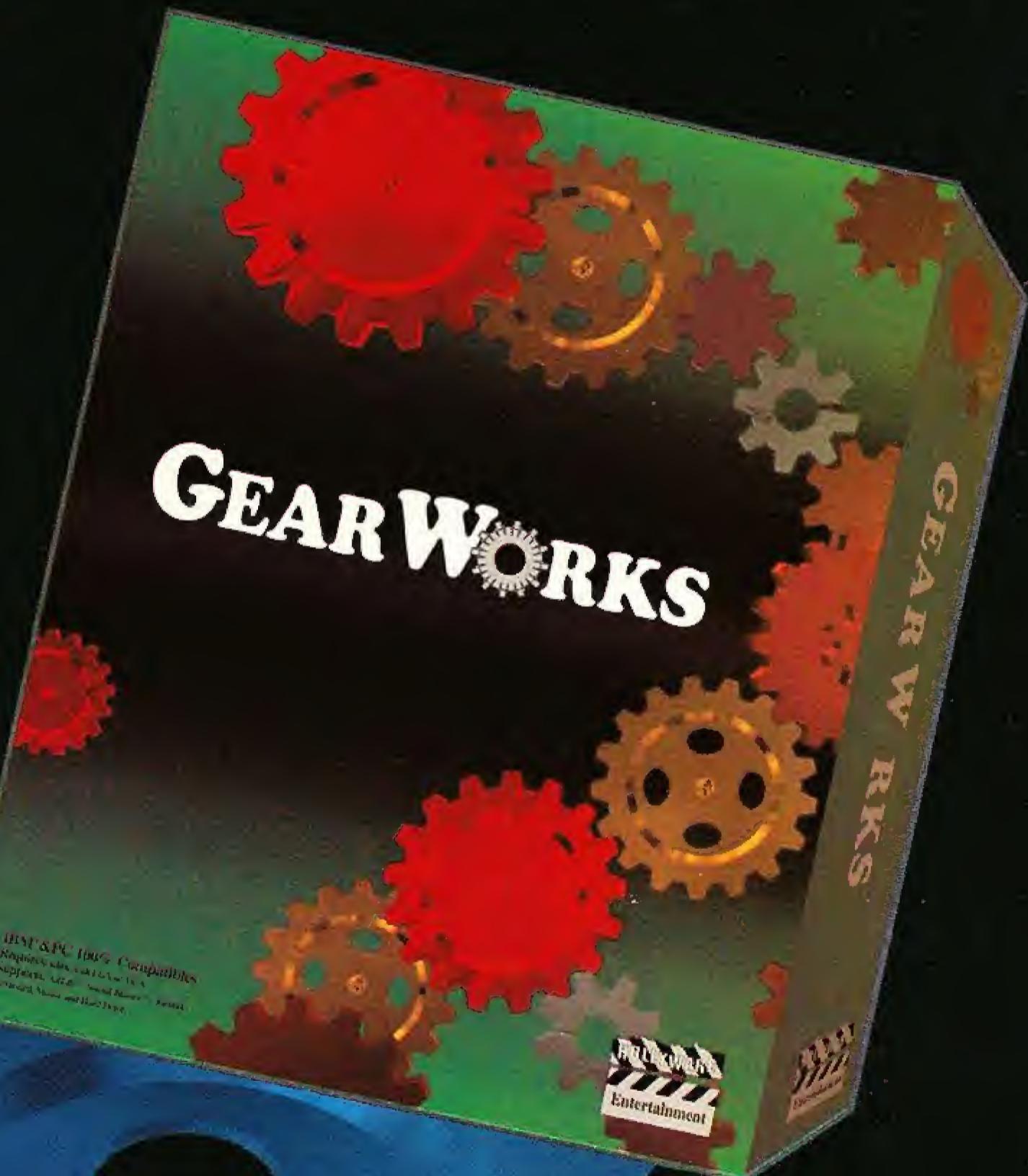
This puzzle game
will keep your gears
spinning!

Gear Works is the most unique puzzle game to hit the market in years. In Gear Works you will connect gears of various sizes and colors together in order to transform Twelve Wonders of the Ancient and Modern world into time pieces, while racing against time and friction. Watch out for the Pottins, two gremlin like creatures, that will torment you by rusting the gears and breaking off the mounting pegs.

Game features: Various gear types, over one hundred puzzles to solve, bombs to blow up incorrectly placed gears and a gun to shoot those pesky Pottins off the play area.

Available in IBM PC and Amiga computers.

Check your local retail stores for *Jonny Quest®*, *Curse of the Mayan Warriors* and other HOLLYWARE Games.



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Video Grrrrr/Guyyy

FROM ETERNAL CHAMPIONS FOR THE SEGA GENESIS

NAME: Shadow Yamoto
OCCUPATION: Corporate Assassin
TIME PERIOD: 1993 A.D.
FIGHTING STYLE: Taijutsu (Ninjutsu)
WEAPONS: Throwing stars, brass knuckles, smoke bombs, daggers and caltrops

BIOGRAPHY: Shadow was the best corporate assassin in the Black Orchid Corporation. She performed many tasks, from individual elimination jobs to ending large corporate takeovers. She was a true star at the Black Orchid headquarters. She never thought much about the morals of her occupation until she learned that, if a job was not completed to corporate satisfaction, a person just like herself would, in turn, eliminate her. When she realized the value of her own mortality, she could not bring herself to kill others. The Corporation did not allow resignations, so they arranged her fall from the 101st floor of the Black Orchid building. This stopped her from telling the world about the Black Orchid and other corporations like it, with their dark secrets of corporate espionage and hired killers.



FROM ETERNAL CHAMPIONS FOR THE SEGA GENESIS

NAME: Larcen Tyler
OCCUPATION: Ex-Cat Burglar
TIME PERIOD: 1920 A.D.
FIGHTING STYLE: Praying Mantis Kung Fu
WEAPONS: Brass knuckles, grappling hook

Larcen was born in an era of crime bosses and street lords. Under Mr. Taglalini, one of the most powerful bosses, Larcen grew up to be one of the world's best cat burglars. He did many illegal jobs for Mr. Taglalini, including the planting of illegal evidence in other crime bosses' hideouts. But there was one thing that Larcen wouldn't do, and that was kill. Instead, he used martial arts to stop and drop any attacker. One day, Mr. Taglalini asked Larcen to plant a package on a crime boss who was recovering in the hospital. When he entered the room that supposedly contained the boss, he found the recovering chief of police, who had been hurt in a prior assassination attempt. Larcen realized he had been set up and that the package he was carrying contained a bomb. He decided that he had chosen the wrong side—he wouldn't kill. Larcen attempted to throw the package out the window, but it was too late.



TOP 10 NES



1. *Jurassic Park* by Ocean
2. *Super Mario Bros. 3* by Nintendo
3. *Kirby's Adventure* by Nintendo
4. *Tecmo NBA Basketball* by Tecmo
5. *Mario is Missing!* by Mindscape
6. *Dragon Warrior IV* by Enix
7. *Joe & Mac* by Takara
8. *Yoshi's Cookie* by Nintendo
9. *Bases Loaded 4* by Jaleco
10. *Tecmo Super Bowl* by Tecmo

Do you wanna buy a watch? Get a limited-edition X-Men watch by Character Time. Six different styles include the characters Cyclops, Wolverine, Phoenix, Cable, Professor X and a group shot of the original X-Men. What's really cool is that the packaging for each watch is a die-cast metal container shaped like an X-Men vehicle. (Character Time Info: (800) 92-COMIC)

Watch out video-game pirates. Nintendo has introduced copy protection on all its SNES games, starting with *Super Mario All-Stars*. Copying *All-Stars* results in the message 'Copying games is illegal' on the screen.

Nintendo announced plans that it will join forces with Silicon Graphics (creators of the special effects for *Jurassic Park* and *T2*) to produce a new video-entertainment system. "Project Reality" will be Nintendo's attempt at reaching the 64-bit market, one now inhabited by 3DO and Atari's Jaguar. The system will be the first application of Reality Immersion Technology, a new technology that allows players to step inside real-time, 3-D worlds. The system will be in arcades in 1994, and will be in homes by late 1995 with a target price below \$250.

BITS



VIDEO GAMES



• If you're interested in Ultraman, Godzilla, John Woo and other stars of Asian film, check out the zine **Asian Trash Cinema**. It's chock full of articles on the best (and worst) movies in the Asian market. For a copy, send \$4.50 ppd to: **P.O. Box 5367, Kingwood, TX 77325**. We at *VIDEOGAMES* consider this mag adult material, so be sure to hide it from your parents.

• **Totally Super NES** is a photocopy zine out of Canada devoted to the SNES. Published six times a year, the one we received contained an overview of every game company that was at the Summer CES in Chicago. Send \$1.50 for a sample issue to: **Totally Super NES, 3216 Colebrook Court, Mississauga, ON L5N 3E2 CANADA**.

• **Hybrid Monthly** is a newsprint zine that features comics and games. Inside Issue 1 are articles on the



TOTALLY SUPER NES

REPLAY Activision's Blast From the Past

Remember these three classic cartridges for the Atari 2600—Larry Kaplan's *Kaboom!*, David Crane's *Pitfall!* and Carol Shaw's *River Raid?* They each sold over a million copies back in the early '80s, and Activision—the world's first third-party

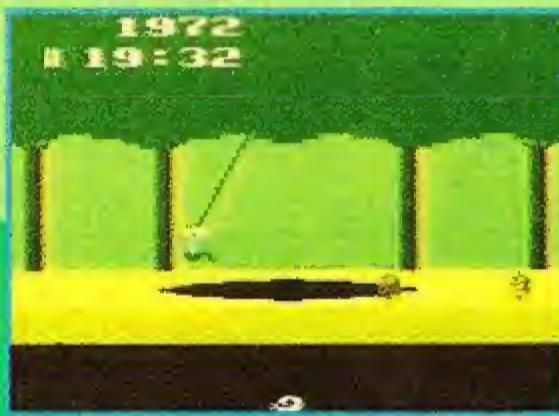
video-game software manufacturer—had been looking to reclaim some of the glory of the "golden age" of gaming by releasing updated versions for the Super NES.

All three games were shown at the Summer CES in Chicago, but the latest word

from Activision is that *Pitfall Harry: The Mayan Adventure* may be the only one to hit the shelves in '93. *River Raid: The Mission of No Return* and *Kaboom!: The Return of the Mad Bomber* have been delayed to mid-1994, pending the success of *Pitfall Harry*.



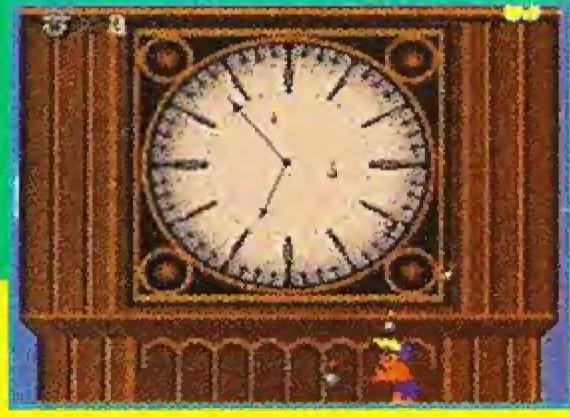
Kaboom! for the 2600 and SNES



Pitfall! for the 2600 and SNES



River Raid for the 2600 and SNES



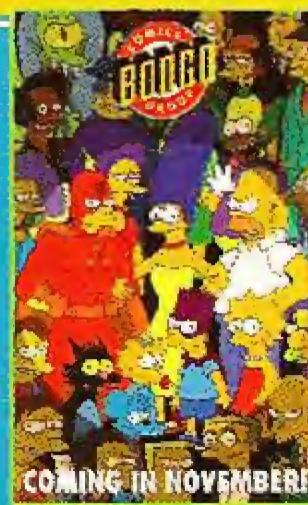
BITS



Look for four new comics coming from Matt Groening's new Bongo Comics Group: *Simpsons Comics*, *Itchy & Scratchy*, *Bartman* and *Radioactive Man*. These will be available in November and December.

SEGA will launch the first Virtualland at Luxor Las Vegas, in partnership with Circus Circus Inc. The hyper-arcade will feature virtual driving, flying and killing machines.

Capcom and TSR are teaming up for a new coin-op game—the 134-meg *Dungeons & Dragons: Tower of Doom*. *Tower* is an RPG for the arcades, scheduled for release in February 1994.



COMING IN NOVEMBER

Victor Maxx is coming out with the new Virtual Reality Stuntmaster headset for Genesis and SNES. (Victormaxx Amusements Inc., 2849 Dundee Road, Suite 210, Northbrook, IL 60062; [708] 446-6405.)

Look for more *Sonic the Hedgehog*-themed products. According to a survey of boys aged six to 11 in a spring 1993 Carton "Q" Study, *Sonic* is as popular as Michael Jordan and Arnold Schwarzenegger, barely edging out the TMNT, Bart Simpson and Mario.

GAME OVER



NAME YOUR SYSTEM AND... STEP INTO THE RING!

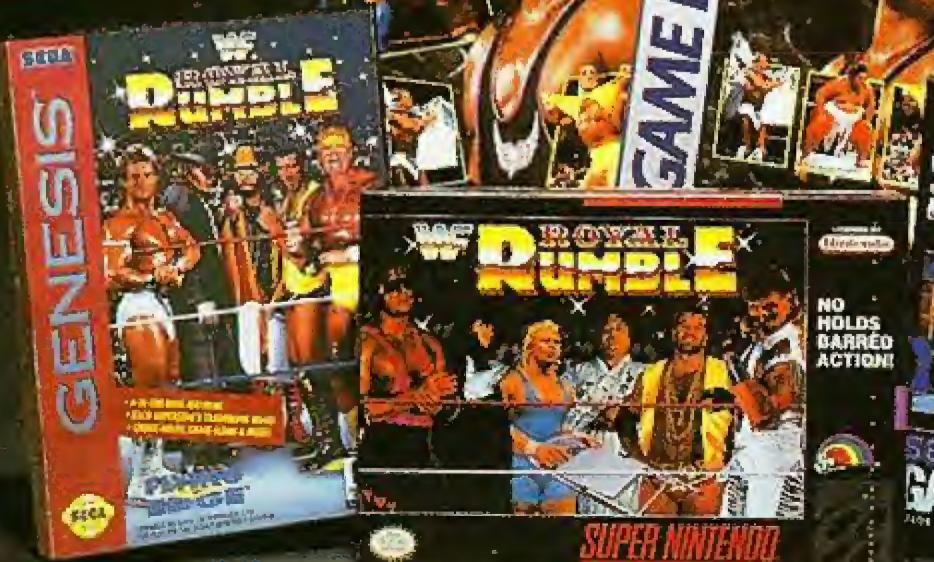
Get ready for the 16-MEG mayhem of **Royal Rumble®** on Super NES® and Genesis™!! Check out the all-new, pulse-pounding action of **King of the Ring™** for NES® and Game Boy®! Tournament showdowns... special moves...Steel Cage matchups... Royal Rumbles®... and more! If you've got the guts... we've got the game!



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CIRCLE #103 ON READER SERVICE CARD.

TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or postcard and send them to us at *VIDEOGAMES*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you \$10!

BY ZACH MESTON AND CHRIS BIENIEK

FINAL FIGHT 2

(CAPCOM FOR THE SUPER NES)

"Same Player" Code

With this special code, fans of *Final Fight 2* can play a two-player game with **both** players controlling the same character. At the title screen, press Down, Down, Up, Up, Right, Left, Right, Left, L, R. The title screen will turn **blue** to show that the trick worked. Now both players can choose to fight as Haggar, Maki or Carlos!



Press **Down, Down, Up, Up, Right, Left, Right, Left, L, R.**



If you see **blue**, the code worked!



Now both players can choose the same character.



The alternate-color Haggar wears grey.



Maki's twin is dressed in blue.



The second-player Carlos appears in orange.

MODE SELECT

1 PLAYER
2 PLAYERS

QUIT

ROUND-ENDING

JUMP HIGH=99
SPEED=7
PLAY MODE=2PLAYERS
SOUND=02



You can start on any stage....



...or warp directly to the ending!

Hold **Lower Left+I+II**, press **RUN**.

BONK 3: BONK'S BIG ADVENTURE

(TTI FOR THE TURBOGRAFX-16/Duo)

Super Cheat Menu!

This **top-secret** trick will allow you to access a hidden configuration menu in *Bonk 3*. At the "Mode Select" screen, with the heart next to the word "Quit", hold the direction button in the **Lower Left** position and hold the I and II buttons. Press **RUN** while holding those buttons down, and you'll be sent to a **cheat** menu that gives you the power to adjust Bonk's speed and jumping ability. You can also use the sound test or pick your starting stage!

STREET FIGHTER II TURBO

(CAPCOM FOR THE SUPER NES)

Disable Special Moves—Player One

Remember the player-vs.-same-player code from the original *Street Fighter II* cartridge? Try it on the new SNES *Street Fighter II Turbo* cartridge. Press Down, R, Up, L, Y, B while the "Capcom" logo is on the screen. You'll hear the same signal you heard before, but the results are very different: All of your character's special moves have been **disabled**! Note that this only affects the **one-player mode**; "VS." battles will still include all of the special attacks.



No more fireballs or sonic booms!

STREET FIGHTER II TURBO

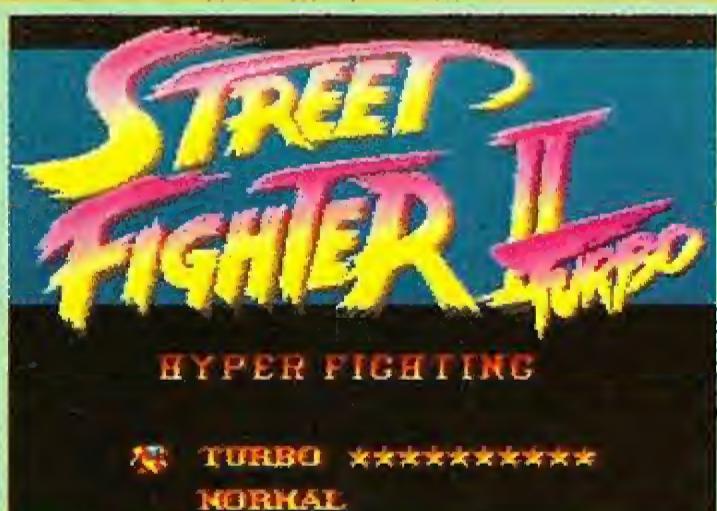
(CAPCOM FOR THE SUPER NES)

Extra Turbo Speed!

Press Down, R, Up, L, Y, B on *controller two* at the beginning of the game while the word "TURBO" is flying across the screen in huge letters—you'll have to be quick! If you've done it correctly, you'll hear a signal to confirm the code, giving you **six** additional hyperspeed settings in the game's "Turbo" mode. Check out the "ten star" speed for the fastest fighting action on any system—you'll see the characters madly twitching and hyperventilating before the fight even starts!



Press Down, R, Up, L, Y, B (Controller two)....



Now there are 11 speeds in "Turbo" mode.



You won't believe the blinding speed at the highest setting!

STREET FIGHTER II TURBO

(CAPCOM FOR THE SUPER NES)

Disable Special Moves—Player One

Remember the player-vs.-same-player code from the original *Street Fighter II* cartridge? Try it on the new SNES *Street Fighter II Turbo* cartridge. Press Down, R, Up, L, Y, B while the "Capcom" logo is on the screen. You'll hear the same signal you heard before, but the results are very different: All of your character's special moves have been **disabled**! Note that this only affects the **one-player mode**; "VS." battles will still include all of the special attacks.



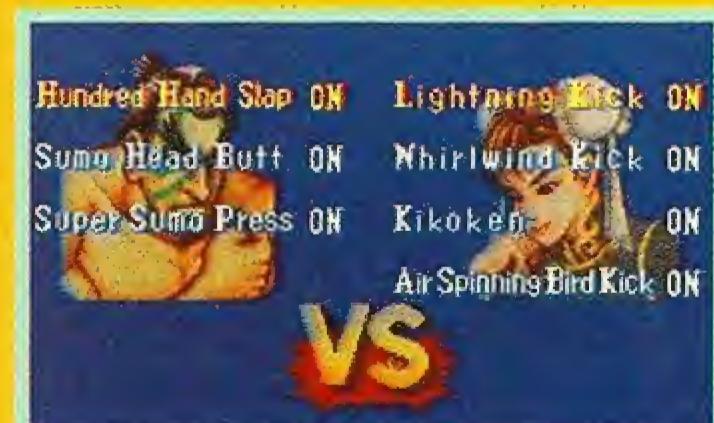
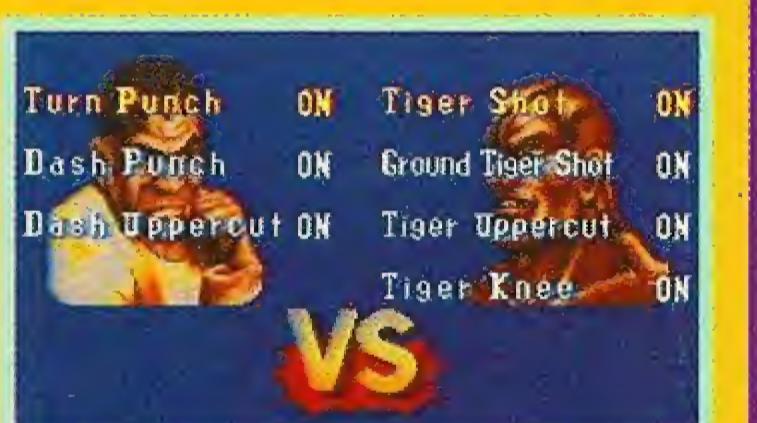
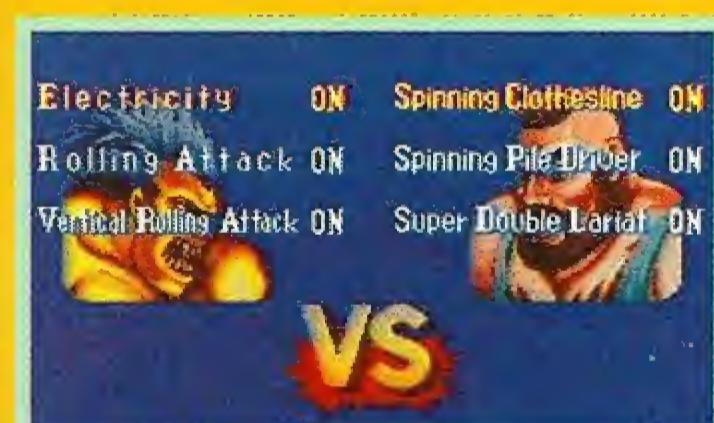
No more fireballs or sonic booms!



Press Down, R, Up, L, Y, B (Controller two)....



You can disable individual moves!



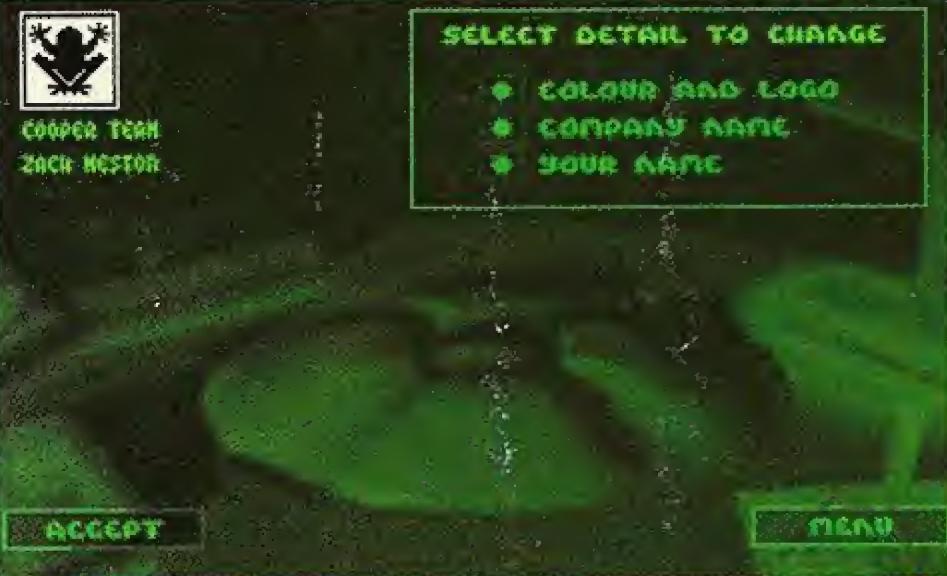
STREET FIGHTER II TURBO

(CAPCOM FOR THE SUPER NES)

Disable Special Moves—Two Players

Enter a "V.S. Battle" and choose your characters. When the "Handicap" screen appears, press Down, R, Up, L, Y, B on *controller two*. You'll get a hidden configuration menu that shows you **all** of your character's secret moves and allows you to disable **any** individual attack!

Once the code is in place, you can continue to call up the new configuration menu simply by pressing **START** on controller two whenever you're at the "Handicap" screen.



SYNDICATE

(ELECTRONIC ARTS FOR THE AMIGA AND IBM)

Cheat Mode

Both versions of this great strategy/arcade game from Bullfrog (creators of *Populous I* and *II* and *PowerMonger*) have cheat modes, but the Amiga version has two slightly different cheats.

Amiga: Enter **MIKES TEAM** or **MARKS TEAM** as your company name. You'll receive mass quantities of money and equipment. **MIKES TEAM** lets you select any mission, while **MARKS TEAM** pre-equips your agents.

IBM: Enter **COOPER TEAM** as your company name for lots of big bucks and gnarly stuff.



Press **OPTION 1 + OPTION 2** simultaneously while on foot....

You'll get the paint gun!



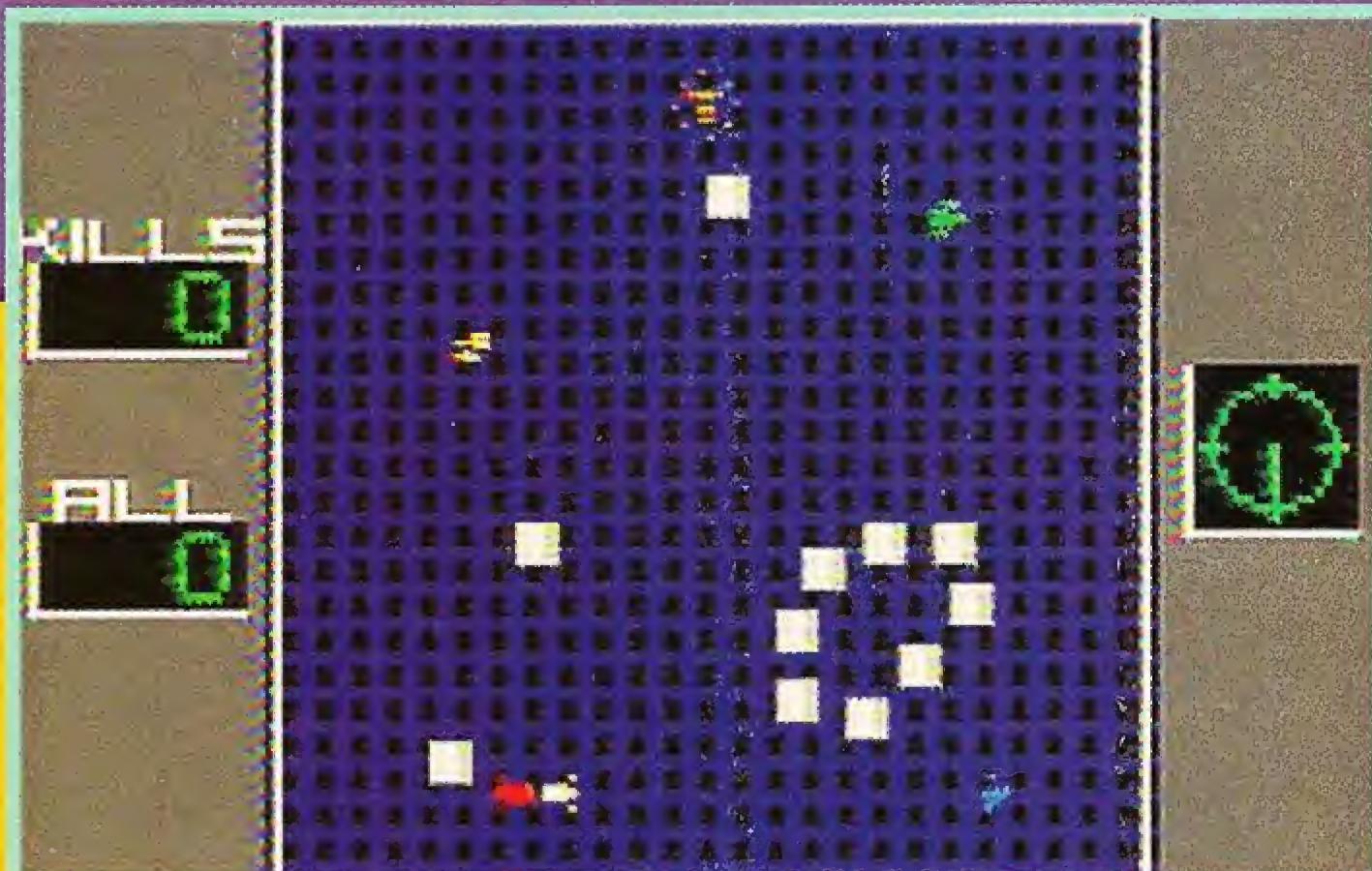
Use it to blind your enemies.

BATTLEWHEELS

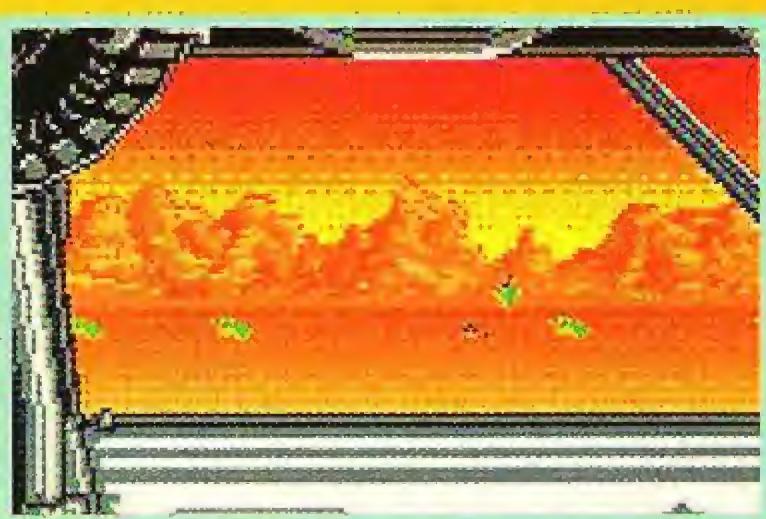
(BEYOND GAMES FOR THE ATARI LYNX)

Get the paint gun on foot

When you leave your car and set out on foot in Beyond Games' award-winning *BattleWheels*, you'll have a machine gun and just four missiles to protect yourself with. But if you press **OPTION 1** and **OPTION 2** at the same time, you'll get a paint gun to blind your opponents with!



Hold **OPTION 2** and release the **B** button to lock in the radar....



...a driver's-side window view....



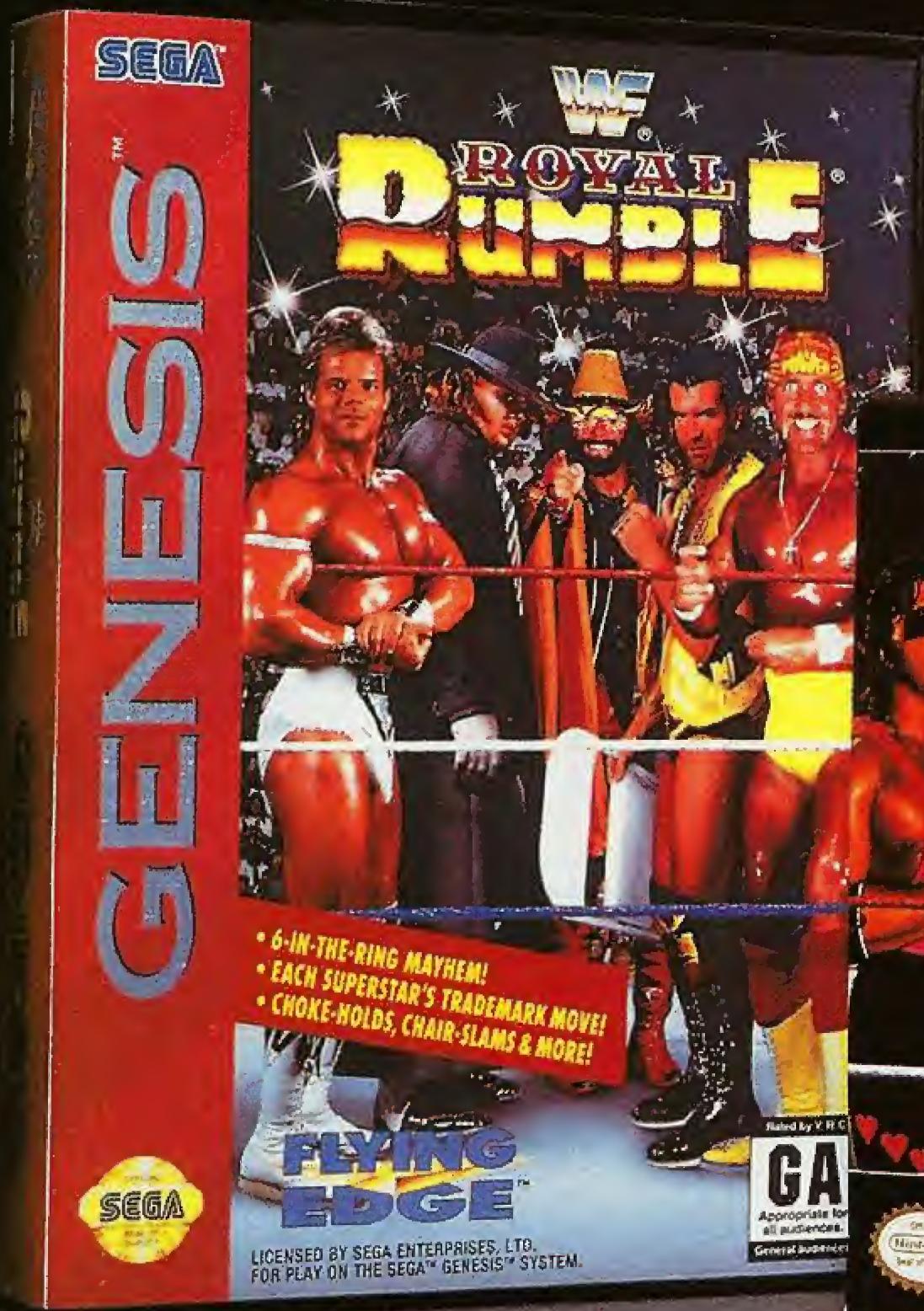
...a passenger's-side window view....



...or a rear view.

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BATTLEWHEELS

(BEYOND GAMES FOR THE ATARI LYNX)

Stealth mode!

At the option board, choose the female driver with the **short blond hair** and pick the **green car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to an all-black design. Now start the game (preferably a multiplayer ComLynx session) and your opponents won't be able to see your vehicle—it's completely **invisible**! Just drive right up to them and fire away; it'll freak 'em out to see your missiles come flying out of thin air!

Please note that if you press **OPTION 2** to exit your vehicle, you *will* be seen...and you'll have a hard time trying to find your own car if you want to get back in!



Entering the arena...you're transparent!

BATTLEWHEELS

RADAR	RANDOMIZE
10 KILLS	ACTION MODE
S CYBER	MASTER
SINGLE	CASH \$ 10000



DONE

Hold **OPTION 1** and press **A**....**BATTLEWHEELS**

RADAR	RANDOMIZE
10 KILLS	ACTION MODE
S CYBER	MASTER
SINGLE	CASH \$ 10000

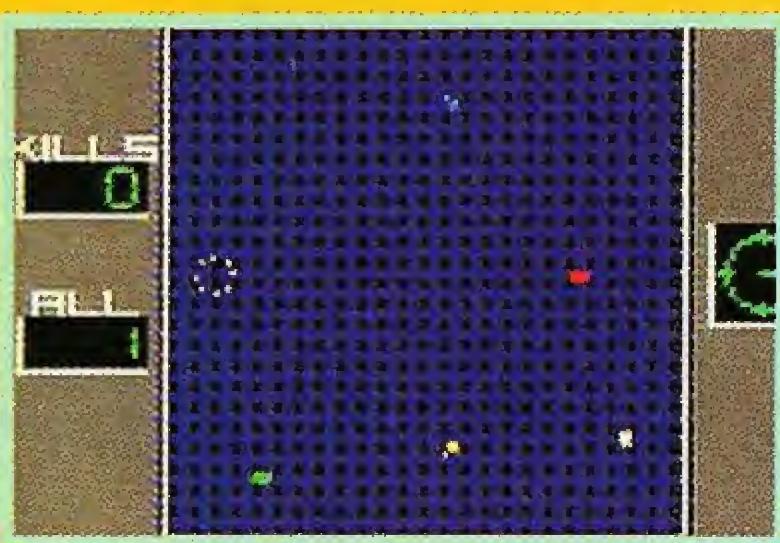


DONE

Your car will turn completely black.



Your enemies won't know what hit them.



Not even radar can find you!

BATTLEWHEELS

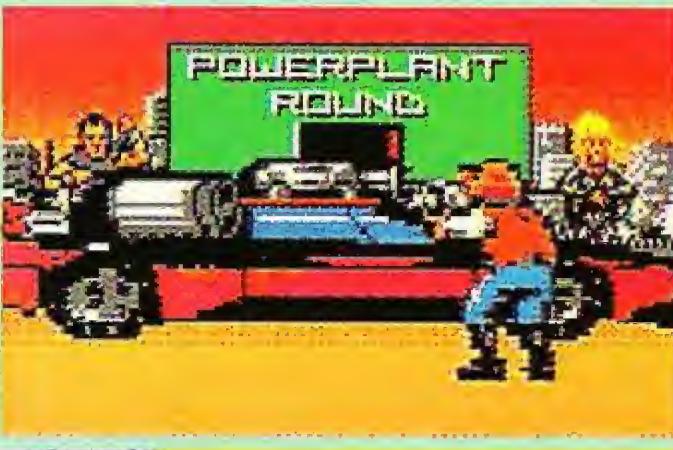
RADAR	RANDOMIZE
10 KILLS	ACTION MODE
S CYBER	MASTER
SINGLE	CASH \$ 10000

Hold **OPTION 1** and press **A**....**BATTLEWHEELS**

RADAR	RANDOMIZE
10 KILLS	ACTION MODE
S CYBER	MASTER
SINGLE	CASH \$ 10000



You'll get a red car with a black top.



It has rapid-fire and infinite ammo!



Try missiles; they fire like a flamethrower!

BATTLEWHEELS

(BEYOND GAMES FOR THE ATARI LYNX)

Super car!

At the option board, choose Biff (the **blond surfer dude**) and pick the **tan car**. With the car box highlighted, hold **OPTION 1** and press **A**. The car should change to a red color with a black top.

You now have a super-powered vehicle with **rapid-fire** and **unlimited ammo** for all weapons!

TENGEN WORLD CUP SOCCER

(TENGEN FOR THE GAME GEAR)

Shootout Mode

Choose "World Cup" from the main menu in *Tengen World Cup Soccer* and select the "Password" option. Change the first two letters of the password to "PK", then press the 1 button. When you return to the main menu, choose "Exhibition". Pick your teams and you'll enter a **shootout** game.



Choose "World Cup" to select "Password".

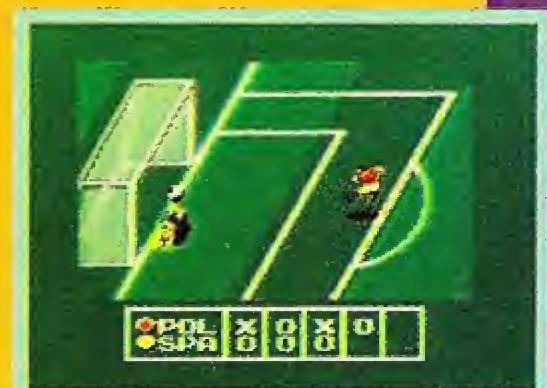
PASS WORDPKAA AAAA
AAAA AAAA
AAAA AAAA

A

Enter "PKAA...etc." and press 1.



Now choose the "Exhibition" mode....



...to enter a shootout game!

PRINCE OF PERSIA 2

(BRODERBUND FOR THE IBM PC)

Infinite Health and Other Cheats

Perhaps the best IBM action/adventure game of 1993 also happens to have perhaps the best cheat mode of 1993! When you start the game from the command line, type **PRINCE YIPPEEYAHOO** instead of PRINCE to activate the cheat mode. Now press one of the following keys during the game:

F2 to make the word **POS** and a number appear at the bottom of the screen. (This is presumably your position on the screen using the game's coordinate system.)

F3 to make the message **PLAYER ON** appear. Press it again and the message **PLAYER OFF** appears. We honestly don't know what effect, if any, this has on the game, so write and let us know if you figure it out. You'll get your name in the magazine along with some always-enjoyable spending money.

F6 to make a **horizontal line** appear on the screen passing directly through where you're standing. The line tracks you as you move.

K to **kill** every enemy on the screen. Press it again to make the dead enemies come back to life and immediately get killed again! Highly amusing.

SHIFT-B to toggle the background off and on.

SHIFT-I to flip the screen upside-down. Press it again to invert the screen rightside-up.

SHIFT-K to lose one Health Bottle.

SHIFT-R to see the number of the room you're in.

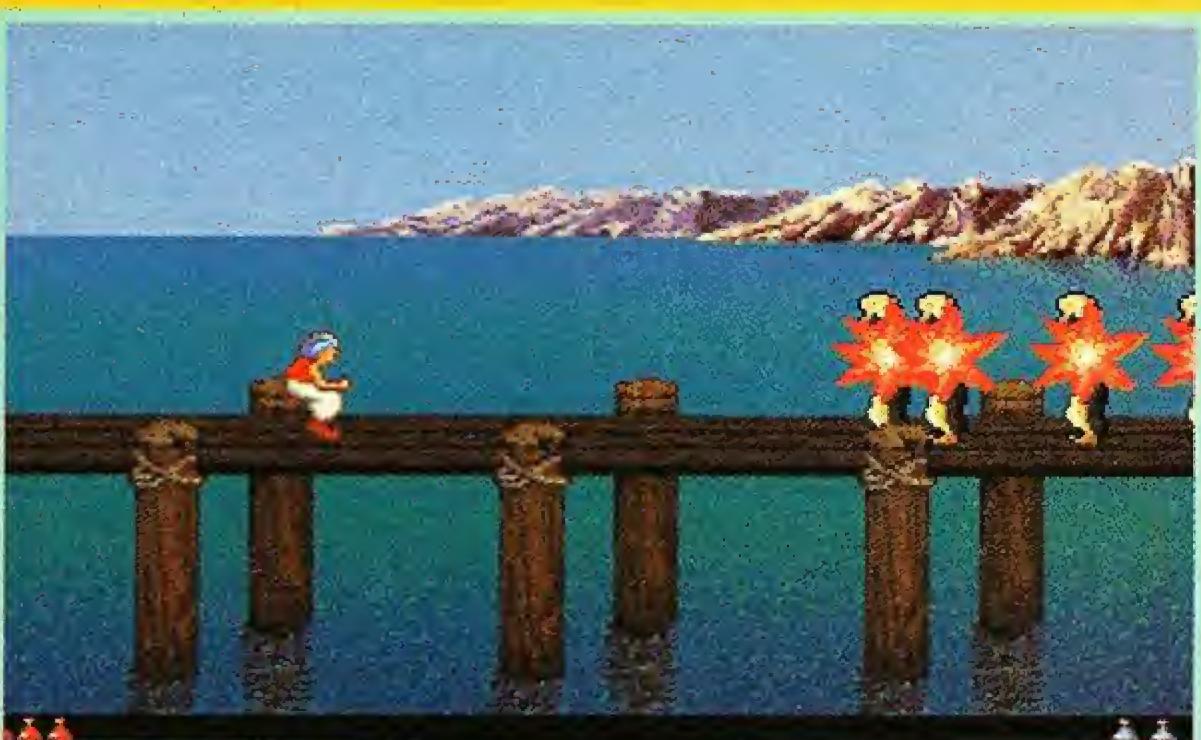
SHIFT-T to gain one Health Bottle.

SHIFT-W to hear a brief musical tune.

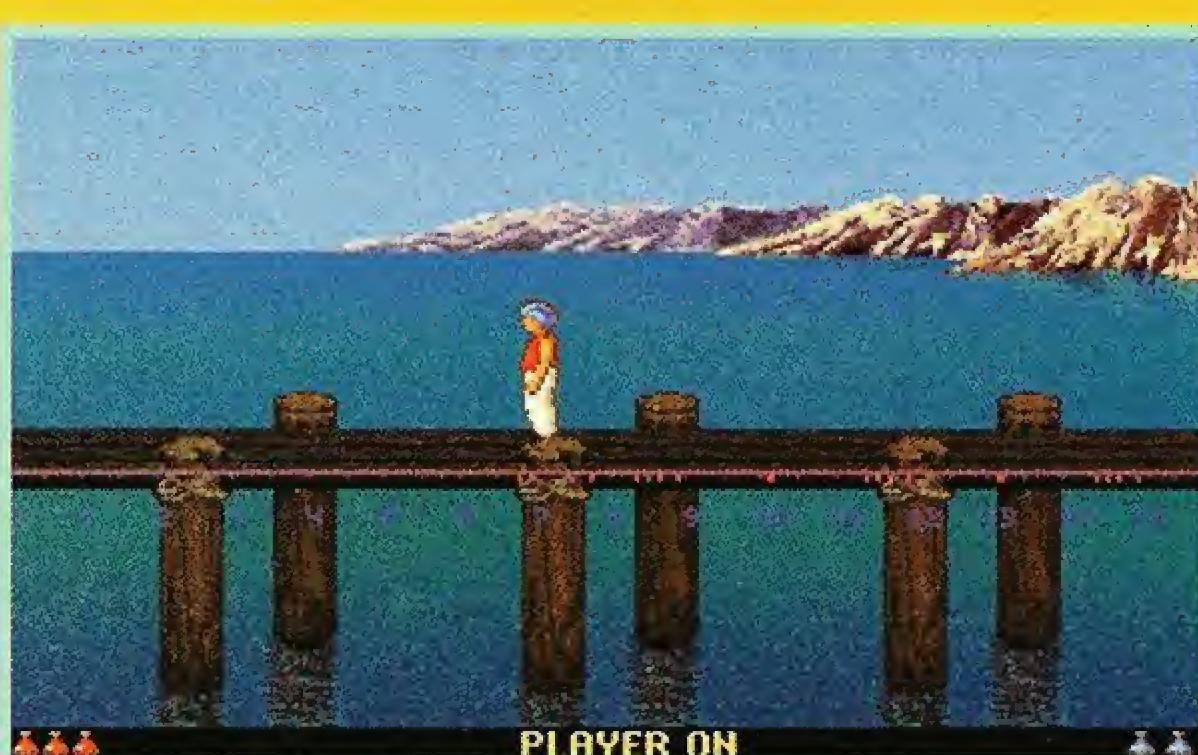
ALT-D to dump a file named **DUMPO.TXT** to the POP 2 directory. The file contains various data about memory and byte numbers—real exciting stuff if you're a programmer, a real waste of hard disk space if you're not.

+ (plus key) to add a minute to the timer.

- (minus key) to subtract a minute from the timer.



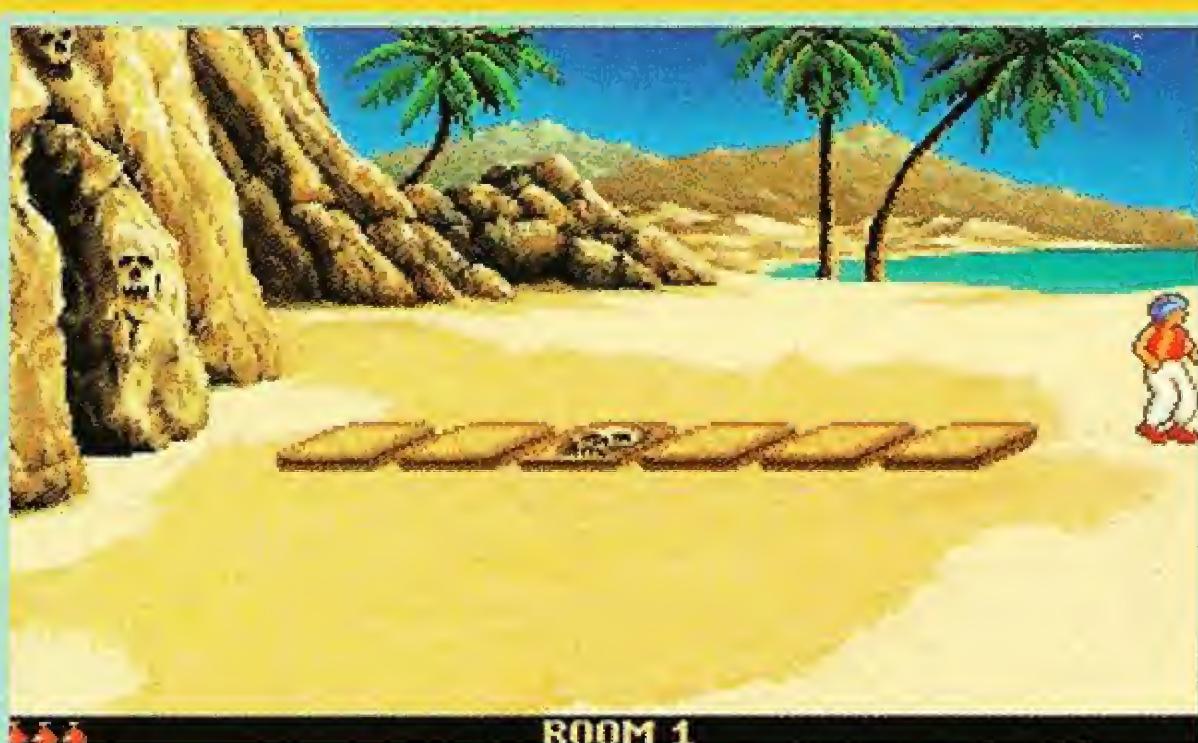
With the cheat in place, press **K** to kill all enemies....



...**F3** to turn "Player On"....



...**SHIFT-B** to toggle the background....



...**SHIFT-R** to show the room number....



...or **SHIFT-I** to invert the screen!

GAME GENIE CODES

MARIO IS MISSING!

(SOFTWARE TOOLWORKS FOR THE SUPER NES)

Codes for use with Galoob's Super NES-compatible Game Genie Video Game Enhancer

DFED-4D04—Always get Yoshi after visiting globulator

CB8E-47AF+EE8D-1DDF+3C8D-1D0F—Pick up one artifact and get all three

DF	E	D	-	4	D	0	4
CB	8	E	-	4	7	A	F
EE	8	D	-	1	D	D	F
3C	8	D	-	1	D	0	F
-							
0	1	2	3	4	5	6	7
8	9	A	B	C	D	E	F

Anchorage, Alaska, USA
North America



GAME GENIE CODES

JURASSIC PARK

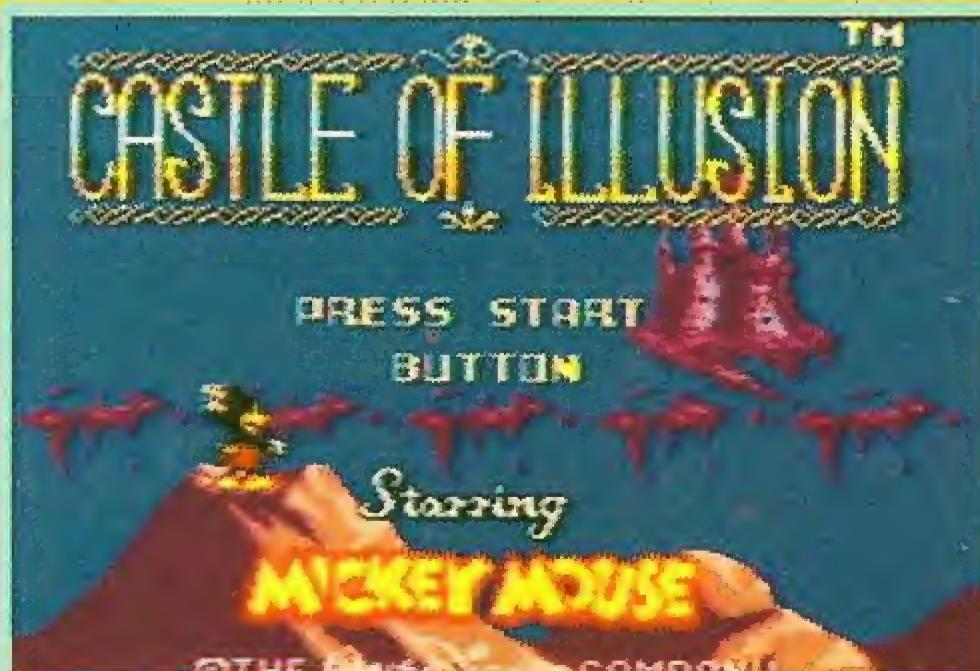
(OCEAN FOR THE NES)

Codes for use with Galoob's NES-compatible Game Genie Video Game Enhancer

GZUXXXKVS—Infinite ammo on pick-up

PAVPAGZE—More bullets picked up from smaller dinosaurs

ATVGZOSA—Immune to most attacks



GAME GENIE CODES

TEENAGE MUTANT NINJA TURTLES—FALL OF THE FOOT CLAN

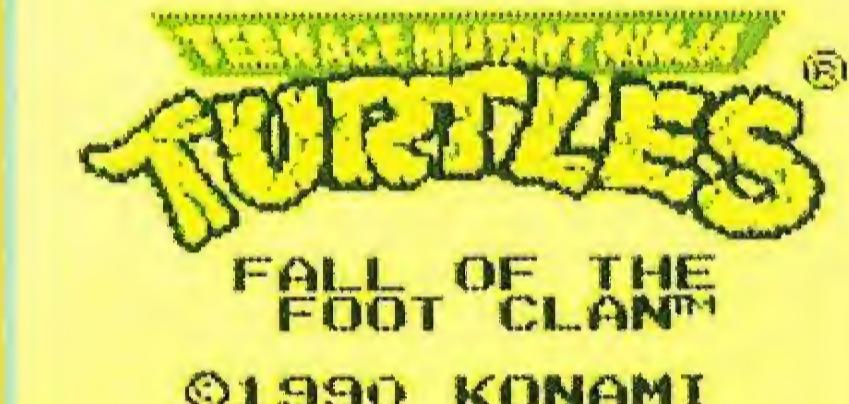
(KONAMI FOR THE GAME BOY)

Codes for use with Galoob's Game Boy-compatible Game Genie Video Game Enhancer

017-B6F-E6A—Turtles never get captured

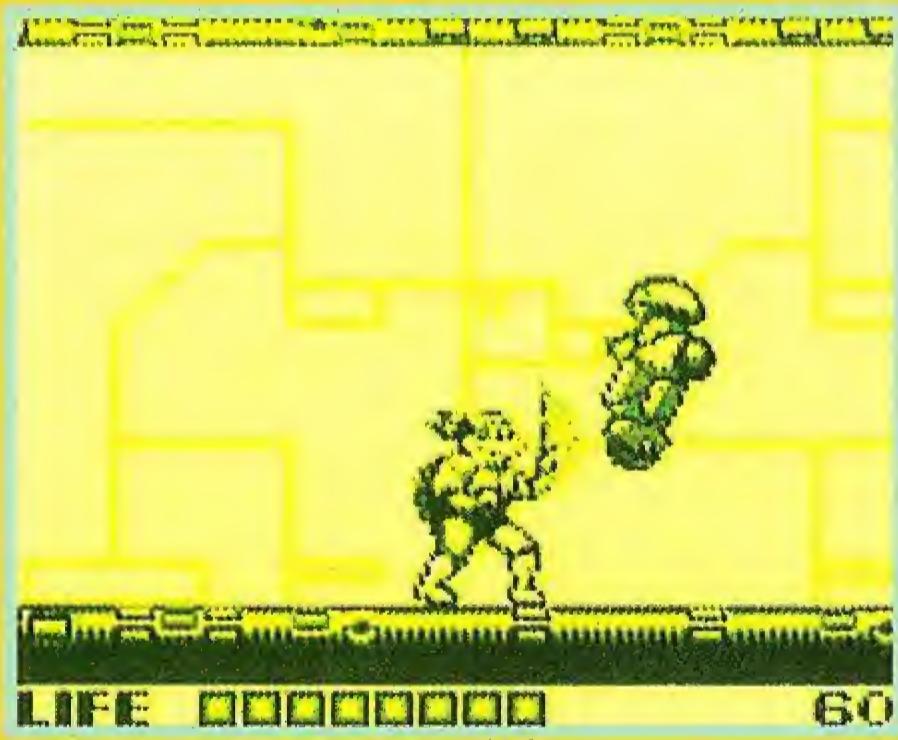
027-AAF-C4A—Start with two energy units after first turtle

067-AAF-C4A—Start with six energy units after first turtle



PUSH START

LICENSED BY NINTENDO



GAME GENIE CODES

CASTLE OF ILLUSION STARRING MICKEY MOUSE

(SEGA FOR THE GAME GEAR)

Codes for use with Galoob's Game Gear-compatible Game Genie Video Game Enhancer

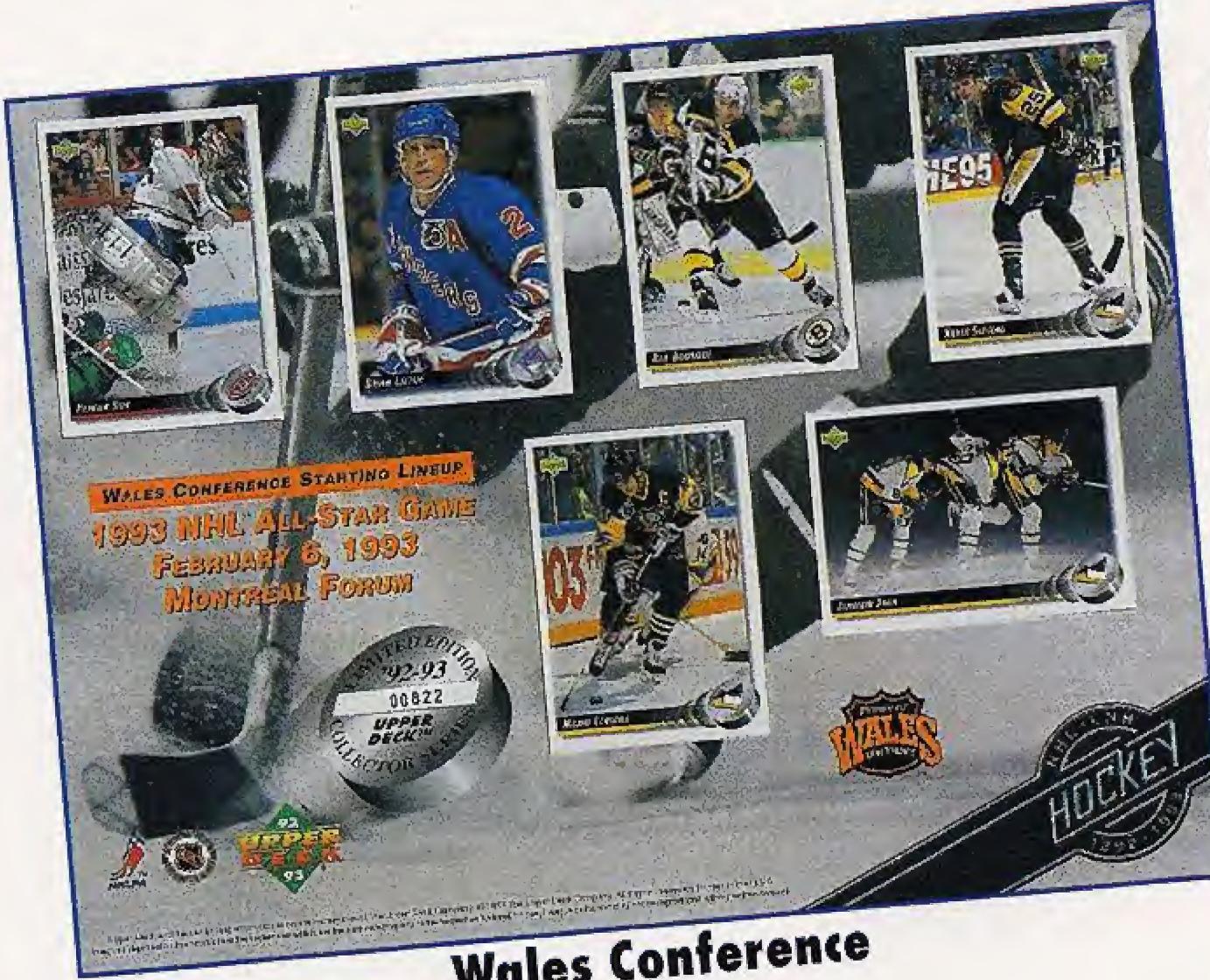
008-A6E-E6E—Infinite lives

003-64C-E69—Infinite energy

066-C1E-F7A—Timer starts at 600



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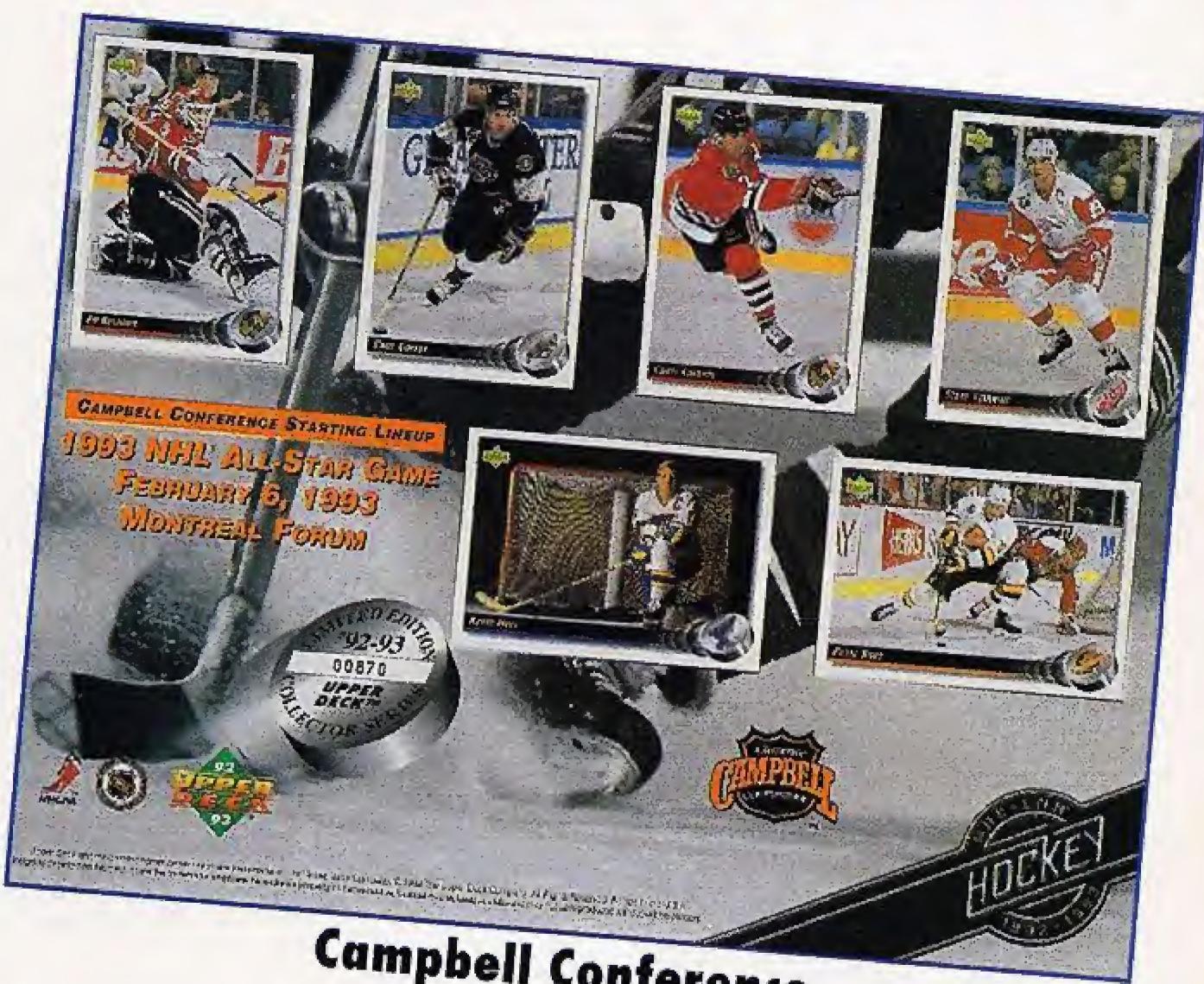
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CIRCLE #110 ON READER SERVICE CARD.

SUPER MARIO ALL-STARS

Nintendo of America
for the Super NES

VIDEOGAMES

EXCLUSIVE STRATEGIES

by Zach Meston

Did we call this game *Super Mario Collection* in the July 1993 issue? Ahem. Yes, well, *Super Mario Collection* was the Japanese name of the game, and we thought it would have the same name in the States. Silly us. (Silly Nintendo—what's wrong with *Super Mario Collection*?) To make amends for our boo-hoo, here are two pages of tips on three of the four games in *All-Stars: Super Marios 1, 2 and 3*. Next month: tips on *The Lost Levels*.

Blow Past Bowser

If you make it to the end of World 1-4, 2-4, etc., as Super Mario, just run past Bowser and don't worry about getting hit. If you do get hit, you'll be invulnerable for a few seconds, long enough to drop Bowser into the lava.



Minus World

In the 8-bit NES original, there's a glitch that lets you enter **World -1**, also known as the "Minus World." Nintendo has kinda-sorta kept the glitch in *Super Mario All-Stars*. There's no Minus World here, just an unusual way of entering the first **Warp Zone**.



Flagpole Fireworks

To get an explosion of fireworks (and extra points) at the end of a level, jump onto the **flagpole** when the last digit on the clock says **6, 3 or 1**. If the number is 6, you get six fireworks; if the number is 3, you get three fireworks; if the number is 1, you get a single explosion. Each firework is worth 500 points.



Warp Zones

World 1-2: Jump up above the pipe just before the exit and walk right on the bricks to find a Warp Zone with pipes to **Worlds 2, 3 and 4**.

World 4-2: There are two Warp Zones in this World. To reach the first Zone, climb the **Ivy Vine** near the top of the screen about a third of the way through the World. (You have to hit a particular brick to make the Vine appear.)

After you climb the Ivy, run right to the Warp Zone with pipes to **Worlds 6, 7 and 8**. To reach the second Zone, jump up above the pipe just before the exit and walk right to find a Warp Zone with a pipe to **World 5**.



SUPER MARIO BROS. 3

Build Your Lives

Play through World 1-1 and collect a **mushroom** and **leaf** to become **Raccoon Mario**. In World 1-2, go right until you reach the pipe with **Goombas** coming out of it. Wait until five or more Goombas are on the ground, then jump into the air and land on a Goomba. Jump again and land on another Goomba. Keep jumping on Goombas without touching the ground and you'll score plenty of points and then 1-ups. Another place to try this trick is the **Mini-Fortress** in **World 2**. On the first screen are three **Dry Bones**. When all three are visible, fly up and jump on them repeatedly to score points and 1-ups.



Warp Zones

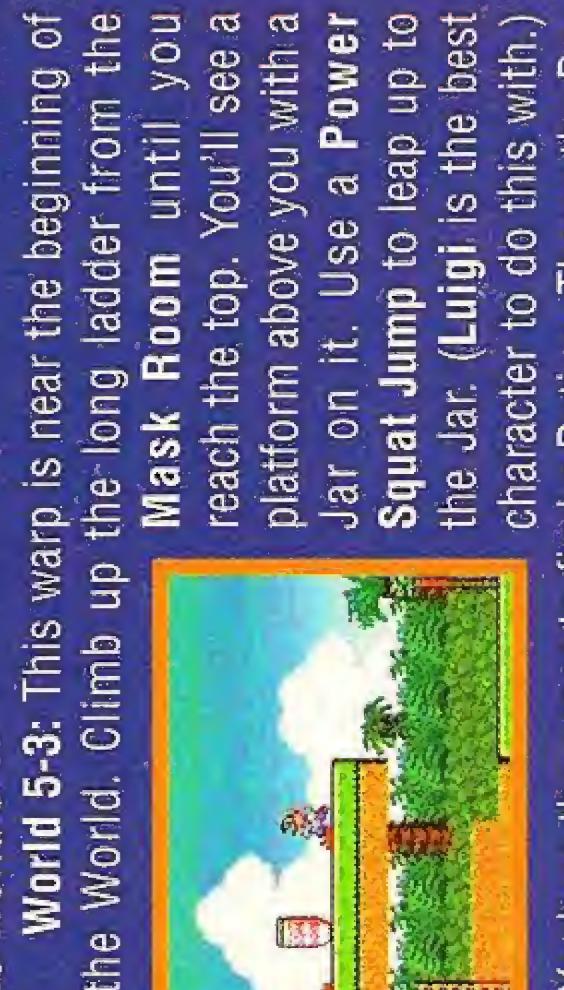
World 1-3: There's a **Potion** near the end of this World. Carry it to the **Jar** on the right side of the tower and throw the Potion into the Jar. Enter subspace (by going through the door) and warp to **World 4-1** by standing on top of the Jar and pressing down.

World 3-1: Fall down the second waterfall from the beginning of **World 3-1** and land on the small hill in the middle of the waterfall. Go through the door to enter a cave and walk right to find a long row of grass. Pull up the **tenth grass patch** from the left (it's also the sixth patch from the right) for a **Potion**. Carry the **Potion** to the Jar just past the grass. Throw the **Potion** into the Jar, enter subspace and warp to **World 5-1**.



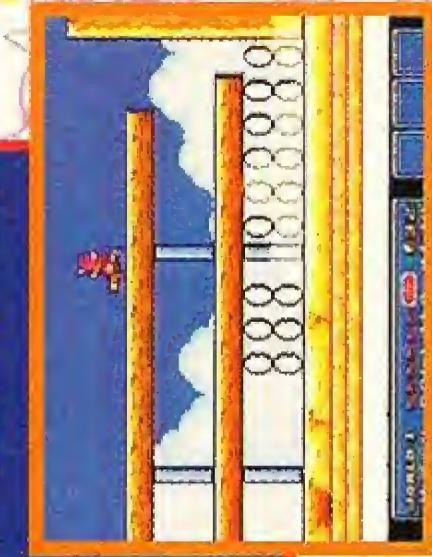
World 4-2: Find the **Potion** in the area of **World 4-2** with the **whales**. Carry the **Potion** several screens to the right to find a platform with a **Jar**. Throw the **Potion** into the **Jar**, enter subspace and warp to **World 6-1**.

World 5-3: This warp is near the beginning of the World. Climb up the long ladder from the **Mask Room** until you reach the top. You'll see a platform above you with a **Jar** on it. Use a **Power Squat Jump** to leap up to the **Jar**. (**Luigi** is the best character to do this with.) Yank up the grass to find a **Potion**. Throw the **Potion** into the **Jar**, enter subspace and warp to **World 7-1**.



Treasure Ship

There's a hidden **Treasure Ship** in the game filled with coins. To make it appear on the map, you have to finish a **World** with a particular score. The last two digits of your score have to be **10** and the number of coins you have must be **11** times the number of the **World**. For example, to make the **Treasure Ship** appear after you finish **World 1-1**, your score must end with **10** and you must have **11** coins. To make sure your score stays at **10**, finish the **World** when the timer is on an **even** number:



at 10, finish the **World** when the timer is on an **even** number:

Magic Whistles

Whistle 1: Near the end of **World 1-3** is a **white platform** with a **Red Koopa** on it, a **green platform** above it and a **blue platform** to the right. Stomp on the **Koopa** and pick up its **shell**, then walk to the middle of the **white platform**. Press Down on the controller and keep holding Down until you fall through the platform and into the background! Run to the right and, instead of finishing the level, you appear in a **secret room** with the first **Magic Whistle**. Use the **Whistle** on the map to warp to **World 2, 3 or 4**.



Whistle 2: You have to be **Raccoon Mario** to get this **Whistle**. Play through the **Mini-Fortress** in **Stage 1** until you reach the door and the **Dry Bones**. Jump on the **Dry Bones** to knock him out, then get a running start to the left and fly over the top of the wall to the right. You'll go all the way off the screen. Keep running to the right until you enter a **secret room** with the second **Magic Whistle**. Use the **Whistle** on the map to warp to **World 5, 6 or 7**.



Whistle 3: Play through **World 2-4** and defeat the **Hammer Brothers**. Get the **Hammer** from one of them and then use it on the **rock** in the upper right corner of the map screen to reveal a **secret path**. Now fight the **Hammer Brothers** in the secret area to get the third **Magic Whistle**.

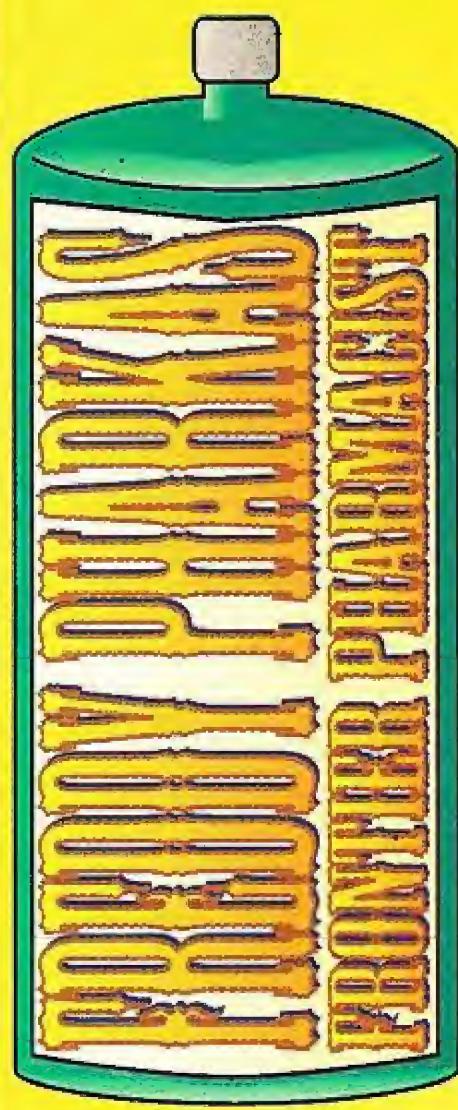


VIDEO GAMES

EXCLUSIVE

by Zach Meston

What can you say about an adventure game where one of the puzzles involves trying to avoid being killed by horse flatulence? Quite a lot, actually, which is why we put together this walk-through. Read on!



(Sierra On-Line for the IBM PC)

ACT I: LIVING THE CHAISE-CHILD DREAM

Talk to **Billy** and walk right two screens to the **Pharkas Pharmacy**.

Talk to **Dominick** and use the **Door Key** on the front door of the **Pharmacy**. Go inside. Pick up the **Preparation G** from the "Reduced" table and walk behind the counter.

Take **Penelope Primm**'s prescription and go through the back door to your **Laboratory**. Refer to **Pepticlymacine Tetrazole** in the *Modern Day Book of Health and Hygiene* (just *MDB* from now on) and follow the directions to fill **Penelope**'s prescription.

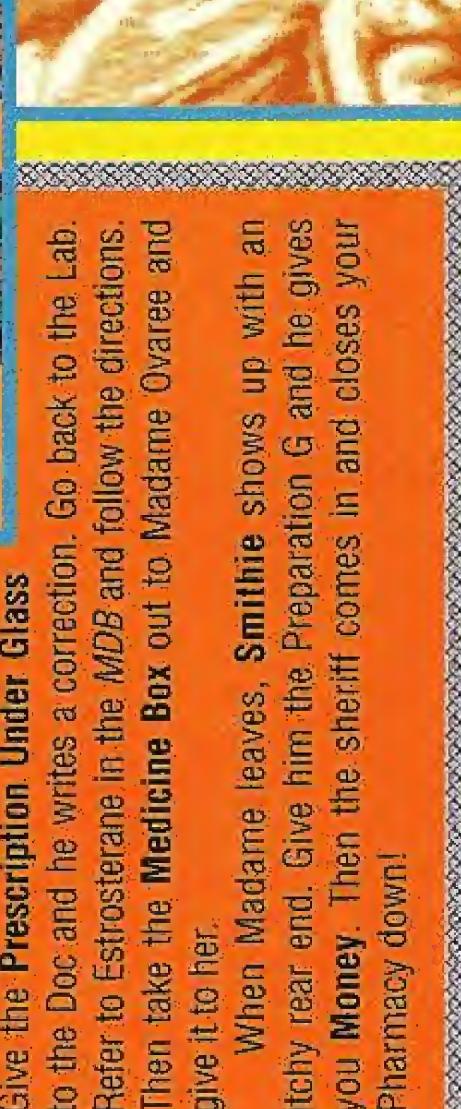
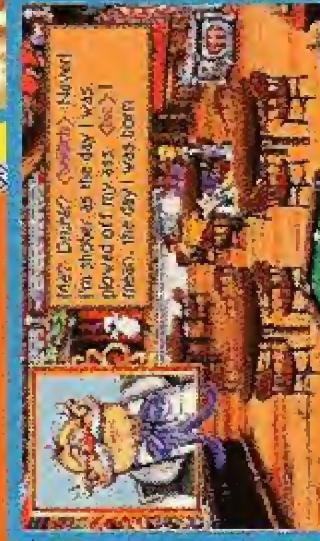
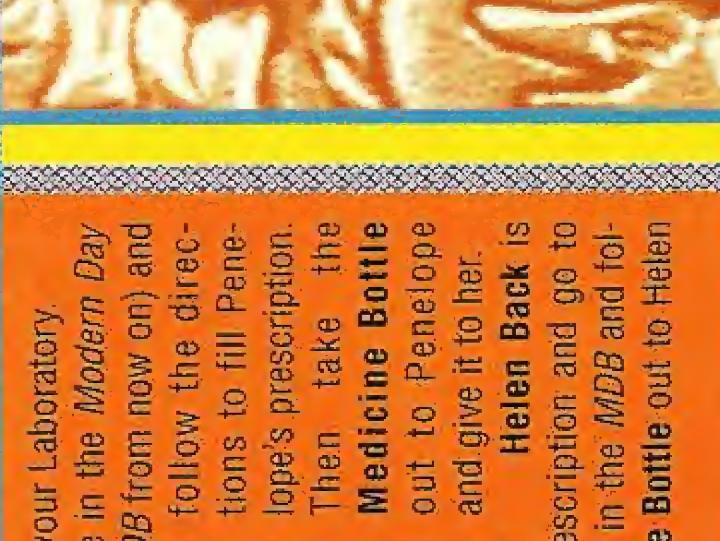
Then take the **Medicine Bottle** out to **Penelope** and give it to her.

Helen Back is your second customer. Take her prescription and go to the **laboratory**. Refer to **Quinotrazate** in the *MDB* and follow the directions. Take the **Medicine Bottle** out to **Helen** and give it to her.

Madame Ovaree is your third customer, but her prescription is illegible. Leave the **Pharmacy** and walk left two screens to the **Golden Balls Saloon**. Go inside to find **Doc Gillespie**. Take the **Shot Glass** from **Doc** and use it on the **Prescription**.

Give the **Prescription Under Glass** to the **Doc** and he writes a correction. Go back to the **Lab**. Refer to **Estrosterane** in the *MDB* and follow the directions. Then take the **Medicine Box** out to **Madame Ovaree** and give it to her.

When **Madame** leaves, **Smithie** shows up with an itchy rear end. Give him the **Preparation G** and he gives you **Money**. Then the sheriff comes in and closes your **Pharmacy** down!



ACT II: THE PLAT SUKERS

Walk left two screens and enter **Mom's Cafe**. Pick up the **Can of Beans** and go back outside. Walk left one screen and go down the alleyway. Go right one screen to the **Church**, then walk into the lower-left corner of the screen to the back of the **Cafe**. Take the **Ice Pick** and the **Elixir**. Use the **Ice Pick** on the **Tin Can** to punch holes in it. Walk down one screen, left one screen and down one screen to **Smithie's Shop**. Take the **Rope**, **Leather Strap** and **Charcoal** from the **forge**. Use the **Charcoal**, then the **Leather Strap**, on the **Tin Can** to make a **Gas Mask**.

Walk right two screens and enter the **Mercantile Store**. Take the **Paper Bag** from the counter. Now head for your **Lab** and use the **Gas Mask** along the way. Before you go inside, use the **Paper Bag** on either horse when its tail raises to get a **Flatulence Sample**.

In the **Lab**, use the **Alcohol Lamp** and light it with the **Matches**. Refer to **Flatulence** and **Aminophylline Citrate** in the *MDB* and follow the directions to make **Deflatulizer**. Go outside and use the **Deflatulizer** in the horses' water trough outside your shop.

Look at the door on the right and take the **Church Key**. Walk left one screen, down one screen and left two screens across the bridge. Use the **Church Key** on the **Beer** and use the **opened Beer** on the railroad tracks to lead the snails to their doom.

Talk to **Srini** (on top of the anthill) and cross the bridge. Walk right several screens to the **Schoolhouse**. Take the **Ladder** from the slide and return to the anthill. Use the **Ladder** on the anthill to free **Srini**. Go for a walk around **Coarsegold** to find out that the water supply has been contaminated. Refer to the **Lab**, refer to **Bisalicylate Antitoxiderine** in the *MDB*, and follow the directions to make **Pure Solution**.

Walk to the **Water Tower** (one screen right of the **Church**). Use the **Ladder** on the bottom of the Tower and climb up. Take the **Ladder** and place it against the Tower. Climb the **Ladder** again. Use the **Hand cursor** on yourself three times to swing higher and higher. When you reach the highest point in the swing, click the **Hand** on the roof of the **Schoolhouse** to jump across. Jump onto the left side of the **Teeter-Totter** to catapult the **Soda** onto the fire.

Walk left four screens and down one screen to the **Brothel**. Listen to the **Banker** and **Sheriff** and go into the **Brothel**. Pick up the **French Postcards** and talk to the ladies in the **Lobby**. **Madame Ovaree** eventually shows up and takes you into the back for conversation and (ahem) other things.

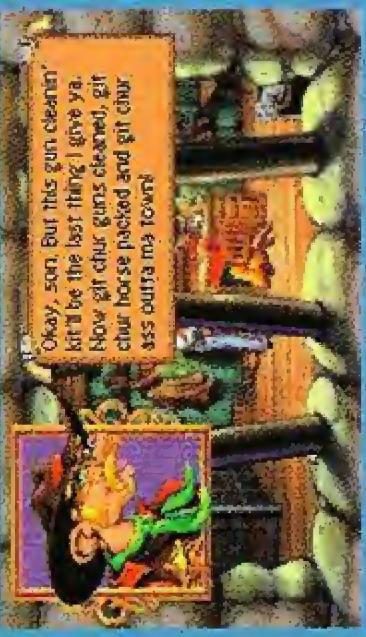


ACT III: GUNS AND REBUSES

Open your nightstand drawer and look inside. Take the **Desk Key** and walk down to the Lab. Use the Desk Key to unlock the roll-top desk. Open the desk and use the Key again to unlock the desk drawer. Open the drawer, look inside, and take the **Letter**. Look at the **Letter** in your inventory window to read it.

Go to the Church and walk through the archway into the **Cemetery**. Pick up the **Shovel** and look for **Philip D. Graves'** grave. Use the Shovel on the grave to dig it up, then use the Hand cursor on the open grave to search and find the **Deposit Key**. Use the Shovel on the open grave to fill it up again. Walk to the **Bank of Bob** (next to Smithie's Shop) and give the **Deposit Key** to the **Banker**. Open the deposit box and take the **Pistols** and **Neckerchief**.

Go to Mom's Cafe and use the **Coffee Pot** to pour a cup of **Coffee**. Walk to the **Sheriff's Office** (a few doors to the left of the Pharmacy) and give the **Coffee** to the Sheriff in exchange for **Ammunition**. Pick up the **Horse Plop** on the street and drop it on the floor of Mom's Cafe. Run to the back of the Cafe and take the **Pie** from the window. Go to the Sheriff's Office and give him the **Pie** in exchange for a **Cleaning Kit**. Use the **Kit** and the **Ammunition** on the **Pistols**. Walk to the Cemetery to find **Srini**. Use the **Empty Bottles** on the fence behind **Srini** and practice your shooting.



Walk to the **Church** and talk to **Philip D. Graves**. Use the Hand cursor on the open grave to search and find the **Deposit Key**. Use the Shovel on the open grave to fill it up again. Walk to the **Bank of Bob** (next to Smithie's Shop) and give the **Deposit Key** to the **Banker**. Open the deposit box and take the **Pistols** and **Neckerchief**.

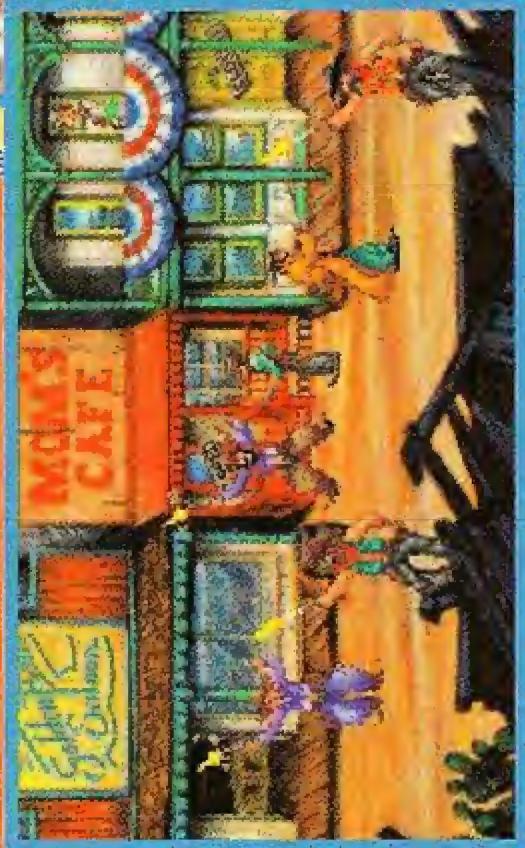
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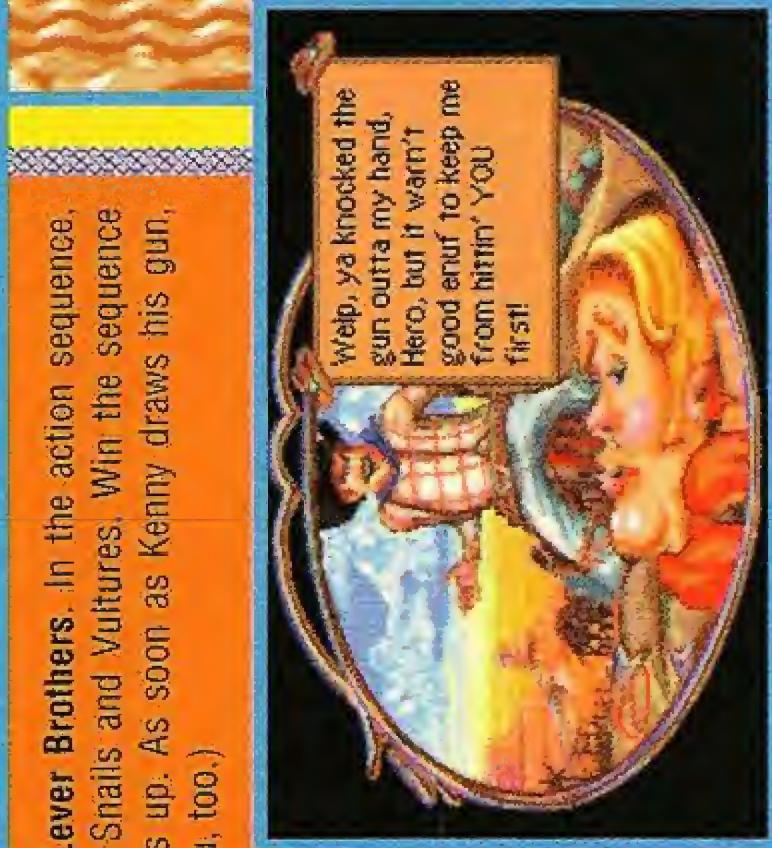
Now walk to the **Cemetery** and take some **Clay** from Philip's grave. Use the **Clay** on the **Wax Ear** to make a **Wax Filled Mold**. Walk to the **Lab** and use the **Matches** on the **Alcohol Lamp** to light it up. Heat up the **Clay Ear Mold** to make an **Empty Mold**. Put the **Crucible** on the table and put the **Medallion** in the **Crucible**. Use the **Crucible** on the **Lamp** to melt the **Medallion**. Use the **Empty Mold** on the **Crucible** to make a **Silver Filled Mold**. Open the **Mold** to get your **Silver Ear**. Put on your **Silver Ear** to automatically put on the entire disguise.

ACT IV: SHOWDOWN AT THE HALLERIAH COWRAL

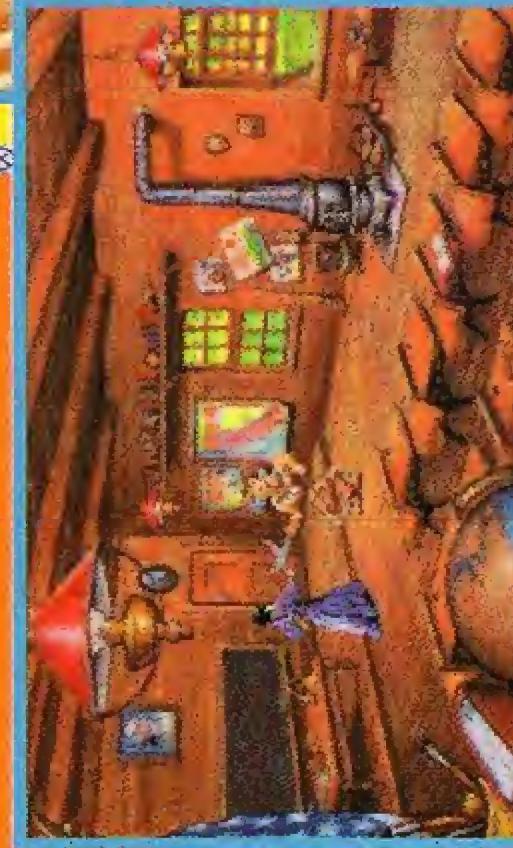
Walk down the street and talk to **Chester Field**, then enter the **Saloon**. Talk to everyone, then use the **Look cursor** on **Aces**. Click the **Hand cursor** on **Aces'** third hand as he raises it. When he draws his gun, you automatically overturn a table and dive behind it. Shoot the foot railing along the bar and the bullet ricochets into the chandelier, which crashes down on **Aces**.



Leave the **Saloon** through the back door to avoid the **Cowhands** on **Main Street**. Go into the **Barber Shop** through the rear entrance. Give the **French Postcards** to the **Barber** in exchange for **Nitrous Oxide**. Leave the **Barber Shop** through the back door and walk to the back of **Mom's Cafe**. Go up the stairs to the **Hotel Balcony**. Put the **Nitrous Oxide** on the rail of the balcony and go back down the stairs. Walk to the **Brethel** and shoot the **Nitrous Oxide** from the **Gazebo**.



Walk up to **Main Street** to encounter the **Lever Brothers**. In the action sequence, shoot only the **Brothers**, **Snails** and **Vultures**. Win the sequence and **Kenny the Kid** shows up. As soon as **Kenny** draws his gun, take the **Neckerchief** from your neck and use it on your ear to stop the bleeding. You then go talk to **Penelope**, who pulls a gun on you. Click the gun on you. Click the **Slate** and use it on your ear to free yourself.



After **Penelope** knocks over the lantern and leaves, click the Hand cursor on yourself repeatedly to rock over the chair. Pick up the **Silver Ear** and use the **Ear** on the floor to sharpen it. Use the **Ear** on the ropes to free yourself.

Grab the **Sword** from the wall and fight **Penelope**. She either thrusts up or thrusts down, although she sometimes feints, so

you can't tell where she's about to thrust. Watch her closely and you can usually tell just as she starts the thrust whether it'll be up or down; click the **Sword** on **Penelope** or on **Penny's** sword in response, clicking high to meet an upward thrust or clicking low to meet a downward thrust. Keep driving her back until she falls and drops her **Sword**. When **Kenny the Kid** enters the **Schoolhouse**, keep the **Sword** on **Penelope** and use your **Silver Ear** on **Kenny** to kill him. You win!

WANT TO PLAY?

Grab your pea-shooter—
Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins... or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



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VIDEO-GAME PREVIEWS

BY CHRIS BIENIEK

Sonic Spinball

SEGA

For the Sega Genesis

AVAILABLE: NOVEMBER

When we said in our annual awards issue that the Casino Night Zone was our favorite sequence in *Sonic the Hedgehog 2*, somebody at Sega must have been listening. *Sonic Spinball* is an entire 8-megabit cartridge of pinball action featuring Sonic as the ball.

Though these photos show a rough beta copy of the game, it's already obvious that the game includes plenty of hidden areas, power-ups and bad guys. Look for a full review and more photos in our December issue.



Sonic Chaos

SEGA

For the Sega Game Gear

AVAILABLE: NOVEMBER



Sonic and Tails must protect the five remaining emeralds and retrieve the red one before Robotnik can use them to create a deadly nuclear weapon.



Dungeon Explorer II

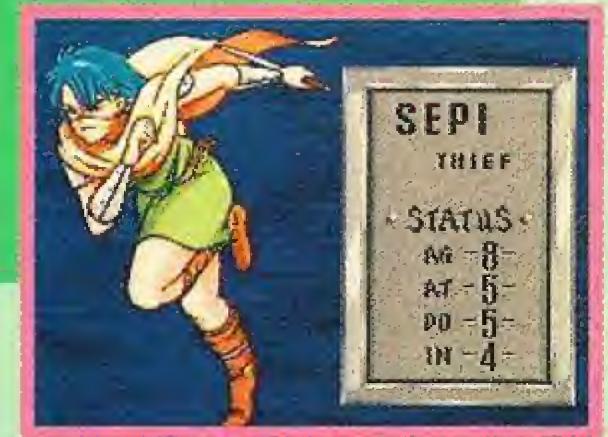
TTI

For the TurboGrafx-16/Duo

AVAILABLE: NOW

Here's another look at the sequel to NEC's popular *Dungeon Explorer*, which we previewed first in our February issue.

Final text has been approved and the soundtrack—produced by Working Designs—is final as of this writing. The game should be on the shelves as you read these words, so get those TurboTaps fired up for five-player adventure/RPG action.



Sylvester & Tweety's Cagey Capers

TECMAGIK

For the Sega Genesis

AVAILABLE: JANUARY

Designed and programmed by up-and-coming developer Alexandria Inc., this 16-megabit "cartoon action adventure" features animation, backgrounds and digitized character voices from the Saturday-morning cartoons.

Sylvester can hide by pulling a lampshade over his head, and, when Tweety hides in a bottle of Hyde potion, he turns into a blue-eyed monster. A Game Gear version is expected to be released before the end of the year.



Legend

SEIKA

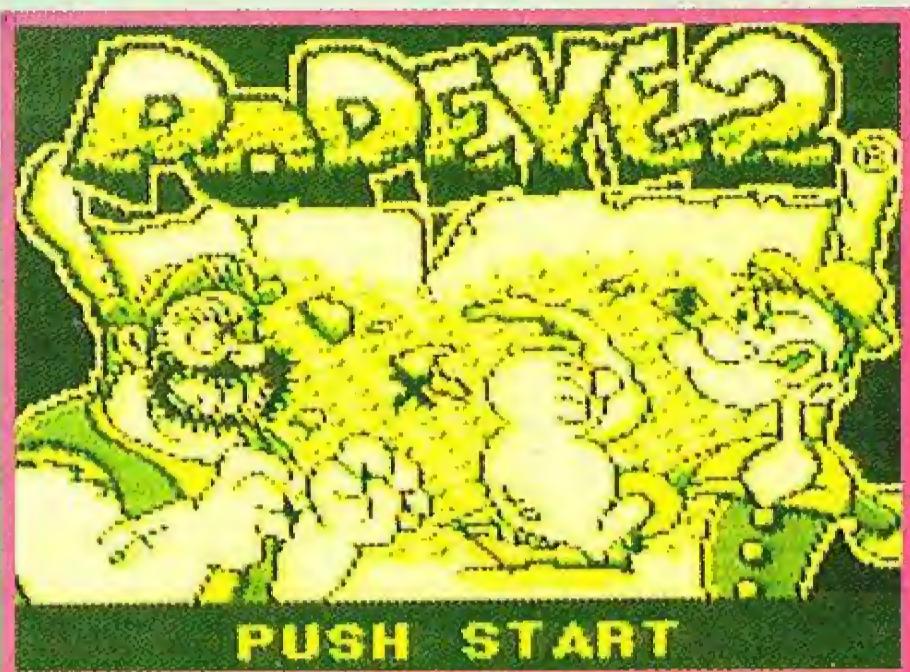
For the Super NES

AVAILABLE: NOVEMBER

If the term "hack & slash" was coined to describe one video game, *Legend* is it. With large characters, lots of multiplane scrolling, Mode 7 effects and atmospheric music, it's a sword-and-sorcery epic of European design that places a strong emphasis on the sword part.

With an option for two-player cooperative play, gamers will get to hear the clash of swords and shields over and over again. Fans of Sega's *Golden Axe* should keep an eye out for *Legend*.





Popeye 2

ACTIVISION

For the Nintendo Game Boy

AVAILABLE: OCTOBER

The first *Popeye* game for the Game Boy was successful in Japan, but it has taken a long time for this sequel to make it to these shores. *Popeye 2* features the beloved sailor in a scrolling platform game that's very reminiscent of the original *Super Mario Land* Game Boy cart.

The game is one of three new Game Boy titles to be released by Activision this holiday season; *Alien vs. Predator* and *The Real Ghostbusters* are the other two.



Lufia and the Fortress of Doom

TAITO

For the Super NES

AVAILABLE: NOVEMBER

A dramatic adventure that caters artfully to fans of Square's *Final Fantasy* games, *Lufia and the Fortress of Doom* is a new role-playing game from Taito that was released—to great success—in Japan under the name *Estropolis*.

An interesting twist appears at the very beginning of the game: Instead of watching a dramatic introduction that sets up the story line, players are thrown headfirst into the tail end of a bombastic battle with four evil boss characters. This gives you a taste of the spells, weapons and combat interface well before you go through the trouble of building up your character's attributes.

What? Lufia owes you so much. You'd think the least she could do for you is bake a pie!

Silpheed

SEGA

For the Sega CD

AVAILABLE: OCTOBER

Developed by Game Arts, *Silpheed* for Sega CD has nothing in common with the Game Arts PC shooter of the same name that was distributed by Sierra several years back. This atmospheric space shoot-'em-up is jam-packed with polygon-based characters and moving backgrounds generated "on the fly" from the CD.

The result is a visually stunning shooter that sold out of stores upon its release in Japan in August. Expect lots of power-ups, boss battles and smoothly animated intermissions.

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NOVEMBER 1993

VIDEOGAMES

Imperial Troops



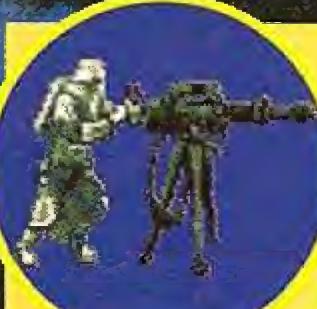
COLD ASSAULT STORMTROOPERS

Assembled by the Empire's General Veers, the "Snowtroopers" are part of an elite corps. With the destruction of the Death Star and the Rebellion growing stronger, the Emperor took no chances with his assault on the Hoth base. The stormtroopers assembled by Veers represent the best of the Empire and are among the most efficient fighting forces it has. Their infiltration of the Hoth Rebel base makes them a dangerous and numerous opponent. They are also part of the Cloud City force.



AIR ASSAULT TROOPERS

Also known as "Airtroopers," these flying troopers use jet packs and ion guns in a deadly combination. They can be found throughout Hoth, inside the Rebel base and also flying as support for the Imperial AT-AT Walkers.



LASER CANNON GUNNERS

Firing heat-seeking missiles, these stormtroopers are a lethal part of the Imperial force. They are among the forces infiltrating the Hoth base, and also are part of the contingent sent to Cloud City.



SECURITY FORCES

Found only on Cloud City, these stormtroopers are part of Darth Vader's personal guard. They are some of the fiercest troops the Empire has.



ZERO-G STORMTROOPERS

Harnessed inside a powerful assault armor, these troopers are greatly feared. Armed with a jet pack and ion cannons, they are extremely tough, fast and deadly. They are located in the Rebel base on Hoth.

Note: This information was edited from the *Star Wars: Empire Strikes Back Galaxy Guide 3*, by West End Games.



VIDEOGAMES
THE ULTIMATE GAMING MAGAZINE

SUPER STAR
THE
**EMPIRE
STRIKES BACK**
WARS™



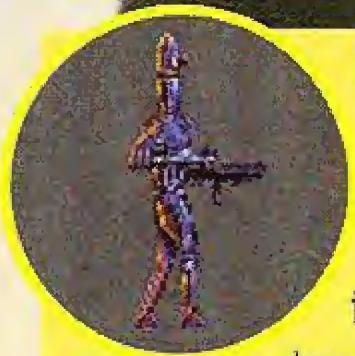
WINTER '92

The Bounty Hunters



DENGAR

As a young Swoop racer (a race using repulsorlift bikes), Dengar had challenged another young racer by the name of Han Solo to a head-to-head race. It was a fierce contest, which ended tragically when Dengar, not knowing Solo was above him, pulled up into Solo's main repulsor fin, suffering debilitating burns and head injuries. Marked as a loser and outcast, it is the hatred for Solo that caused Dengar to turn to bounty hunting. It is also this hatred that Darth Vader hopes will drive Dengar to his prey. Armed with a flame staff, Dengar can quickly spin it as an effective shield, then thrust outward for a deadly long-range attack.



IG-88

Built while the designers did not fully understand the programming technology they were dealing with, the five original IG series prototypes, upon activation, immediately slaughtered the staff and escaped. Now, although safeguards and restraining bolts are required by law, IG Droids are still fiercely independent and well-suited for their role as assassin droids. Using a twin freeze-wave rifle, IG-88 is, understandably, the most feared assassin droid in the galaxy.



4-LOM

Amazingly, the bounty hunter 4-LOM used to be an extremely passive and benevolent protocol droid onboard a passenger liner. Overriding its programming, the droid began pilfering items as a sort of game. It eventually jumped ship to continue its newfound life of crime. Still remaining removed from any type of violence, it eventually became noticed by the notorious Jabba the Hutt. Jabba, realizing 4-LOM's extreme intellect would make him an effective bounty hunter, offered to refit and rebuild the droid in exchange for its services. Paired with the bounty hunter Zuckuss' ability to outguess opponents, 4-LOM's analytical skills make them a deadly combination. 4-LOM uses an ion launcher that shoots an ion charge into the air, then explodes, dispersing the deadly charges over its target.



BOSSK

This lizardlike alien is a Trandoshan, a race known especially for its hatred of the peaceful Wookiees. Because of this, it is actually the elusive Chewbacca, and not Han Solo, who Bossk seeks to destroy. Similar to Dengar's hatred for Solo, Bossk has been time and again embarrassed by his inability to capture the great Wookiee, Chewbacca. When Darth Vader's call for bounty hunters to search for Han Solo and his partner was sent, Bossk was one of the first to answer. Using a lethal plasma disk, Bossk hurls it with deadly accuracy.



ZUCKUSS

Calling himself a "findsman," this bounty hunter often pairs up with the droid 4-LOM. Using uncanny hunches, this alien belonging to the Gandy race is a tireless tracker, employing time-honored methods passed down from his family through many generations. He is known for his ability to brave any environment or terrain in pursuit of his quarry. Zuckuss must use a breathing apparatus while away from his home world, and carries a small box that contains a micro-plasma blaster. Contained in this mysterious device is an electromagnetic field generator, which can supercharge Zuckuss into a bouncing sphere of energy, making him extremely hard to destroy.



BOBA FETT

Known throughout the Galaxy as one of the deadliest bounty hunters in existence, Boba Fett uses a wide array of weapons against his prey. Joining Darth Vader's search for the infamous Captain Solo, Boba Fett virtually guaranteed Solo's capture. Indeed, it is Fett who eventually claims the capture of Han Solo. Just some of Fett's arsenal includes an ion rifle, a freeze-wave blaster and a missile launcher. His jet pack also makes him an elusive opponent. Almost as infamous as Fett himself is his ship, *Slave 1*. Customized by Fett, *Slave 1*, like its owner, is one of the deadliest fighting machines in existence.

Dream TV

TRIFFIX

For the Super NES

**AVAILABLE:
DECEMBER**

An action/puzzle game for one or two players, *Dream TV* presents a unique display with split-screen action in two-player mode, but tracks two characters separately even in the one-player mode. A single player must toggle between the two characters using the L or R buttons on top of the controller.

Fans of *ToeJam & Earl*, *World of Illusion Starring Disney's Mickey Mouse & Donald Duck* and *The Lost Vikings* will find plenty of play value here, as *Dream TV* echoes elements of each of these three games.

**Jim Power:
The Lost Dimension in 3-D**

ELECTRO BRAIN

For the Sega Genesis

AVAILABLE: NOVEMBER

For the Super NES

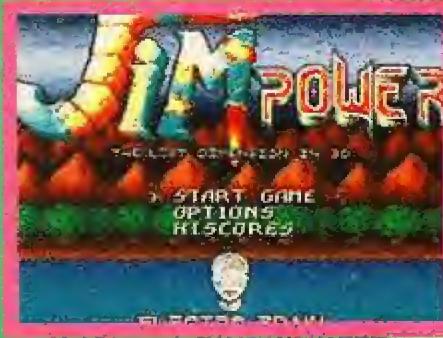
AVAILABLE: NOVEMBER

Developed in France by Loriciel (creators of *Best of the Best Championship Karate*), these 16-bit cartridges attempt to generate a three-dimensional effect with the use of wild layers of scrolling and a special pair of glasses with one eye darkened.

Does it work? We tested both games in the *VIDEOGAMES* offices—even darkened the lights for optimum viewing conditions—and the answer is a resounding yes! It's not "true" 3-D, but you'll swear that there's depth in the screen. A non-3-D Game Boy version of *Jim Power* will be released in December.



Super NES screens shown.



Cliffhanger for the Super NES

**Cliffhanger**

SONY

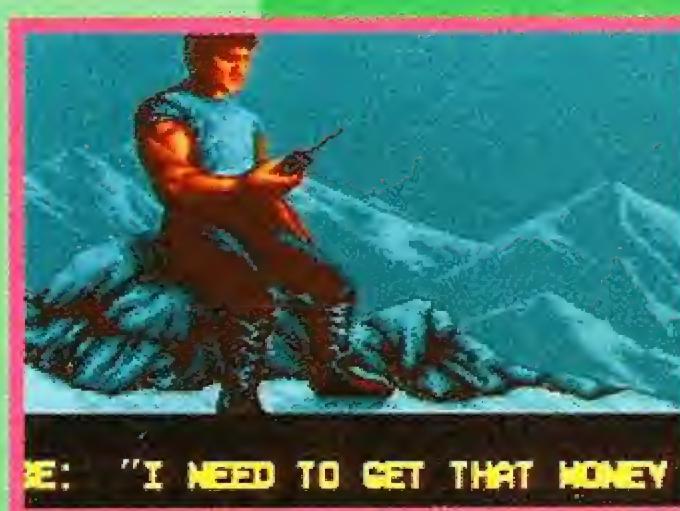
For the Super NES

**AVAILABLE:
DECEMBER**For the Sega Genesis
**AVAILABLE:
DECEMBER**

Sony Imagesoft recently gave *VIDEOGAMES*' own Jason Wilburn a sneak preview of the first two *Cliffhanger* video games, based on the Sylvester Stallone summer film.

Both the Super NES and Genesis versions of *Cliffhanger* were developed by Malibu Games and will be released as 8-meg cartridges. The game is also expected to appear on the NES, Game Boy and Game Gear

within the next few months, and the Sega CD *Cliffhanger* should be on the shelves any day now. Look for the avalanche sequence—it's a killer!



A: "I NEED TO GET THAT MONEY"



Cliffhanger for the Genesis

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Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!



GASP!
ALSO LOOK FOR
BART VS. THE WORLD
ON GAME GEAR™!



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GENESIS
16-BIT CARTRIDGE

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Abadox	2 5	Bucky O Hare	12 26	Double Drag 2	3 10	Gun Nac	3 24	Littl Lg Bsbl	6 15	Over Horizon*	16 30	Rush N Attack	1 4	Taboo 6th Sense	2 7	Whomp'em	2 20		
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Adv Island	6 20	Burai Fighter	1 6	Dr Chaos	1 7	Harln Glbtrts	6 15	Littl Samson	16 30	Pacmania	24 45	Secret Storm	8 22	Target Rengade	1 5	Win Lose Draw	1 8		
Adv Island 2	16 36	Burgertime	3 15	Dr Jekyll/Hyde	1 5	Harris	18 36	Lede Runner	3 9	Palamedes	10 22	Section Z	1 4	Tecmo Baseball	2 8	Winter Games	1 4		
Adv Island 3	24 42	Buster Bros*	16 30	Dr Mario	4 20	Heavy Barrel	1 7	Lone Ranger	8 16	Panic Rstrnt	16 30	Seicross	1 5	Tecmo Bowl	3 16	Wizardry	12 22		
Adv Of Lolo	10 20	Cabal	3 10	Dracula*	16 30	Heavy Shreddin	1 7	Loopz	12 24	Paperboy	4 15	Sesame St 123	3 15	Tecmo Bowl 2	16 35	Wizardry 2	22 40		
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After Burner	4 14	Capt America	16 30	Dragon Warr	2 5	Hit The Ice*	16 30	Mach Rider	1 4	Petr Pan Pirates	1 15	Shadow Ninja	3 12	T MNT	2 7	Wrld Champ	2 18		
Air Fortress	1 5	Capt Comic	1 6	Dragon Warr 2	14 30	Hogans Alley	3 8	Mad Max	2 7	Phantm Fighter	1 7	Shadowgate	3 8	TMNT 2	6 15	Wrld Champ Wr	3 12		
Airborne Rngr*	16 30	Capt Planet	8 19	Dragon Warr 3	26 48	Hollywood Sqrs	4 12	Mafat Chsprey	1 5	Pictionary	4 12	Shatterhand	1 12	TMNT 3	16 35	Wrld Cl Trk	1 5		
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Asterix - Gaul*	16 30	Champ Bowling	8 20	Excitebike	2 7	Immortal	10 19	Mc Kids	14 30	Prince Persia	14 30	Skate Or Die 2	3 8	Time Lord	1 4	Yoshi	12 30		
Astyanax	1 5	Champ Pool*	16 30	Exodus	8 22	Imp Mission 2	1 12	Mech Attack	3 10	Princes Tomato	10 20	Ski Or Die	8 20	Times Of Lore	12 28	Yoshis Cookie	16 30		
Athena	2 5	Chessmaster	12 28	F I Hero	22 39	Ind Jns Doom	1 5	Mega Man 1	10 20	Pro Am Racing	3 8	Skull & Crshnes	2 7	Tiny Toon	20 40	Yng Indy Chrn	16 36		
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Attack Klr Tom	2 15	Chips Chll*	16 30	F 15 City Wars	10 20	Indy Heat	16 30	Mega Man 3	8 18	Pro Sprt Hcky*	16 30	Sky Shark	1 5	To The Earth	1 5	Zelda	3 8		
Baby Boomer	10 30	Chubby Cherub	3 15	F 15 Strike Eagle	14 28	Infiltrator	1 5	Mega Man 4	8 26	Pro Wrestling	2 7	Slalom	1 5	Toki	10 22	Zelda 2	4 12		
Back Ftr	1 5	Circus Caper	2 10	Family Feud	14 36	Iron Sword	1 5	Mega Man 5	18 38	Punch Out	2 7	Smash TV	1 10	Tom & Jerry	16 35	Zn/lnrgl Nnja*	16 30		
Back Ftr 2/3	2 10	City Connection	1 5	Fantasy Zone	3 15	Iron Tank	1 5	Mega Man 6*	16 30	Punisher	4 15	Snake Rattle	3 12	Tombs & Ttrs	8 18	Zombie Nation	6 22		
Bad Dudes	1 7	Clash At Dmnhd	1 5	Faria	18 36	Isolated Warr	3 14	Menace Beach	14 30	Puss & Boots	4 16	Snakes Revenge	1 5	Toobin	8 22	ACCESSORIES			
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ATARI'S JAGUAR™ UNLEASHED



Ending a year of speculation, misinformation and wild rumors, Atari Corporation officially unveiled its Jaguar home video-game system on August 18th. Atari president Sam Tramiel openly invited comparisons between the new machine and the 32-bit 3DO platform that's due to be introduced in the fourth quarter.

Is this the 64-bit supersystem that took the place of Atari's Panther project back in 1991? While there is



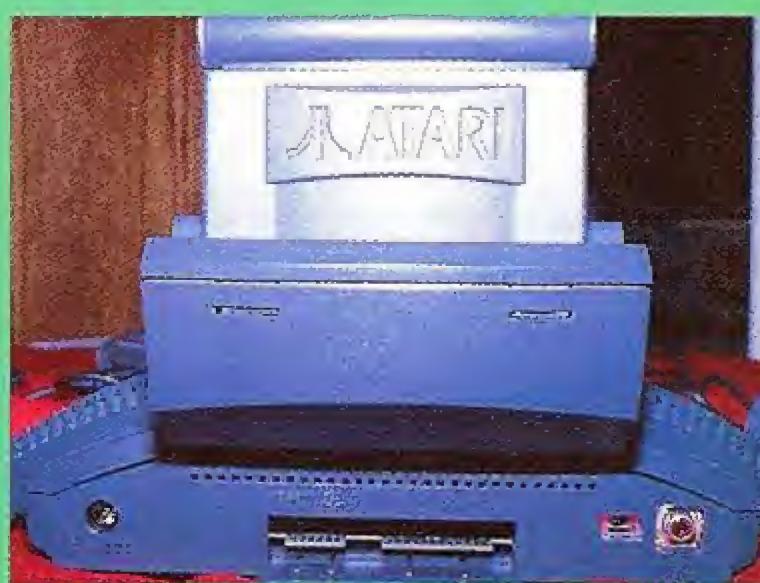
remain on the cutting edge of video-game technology for ten years or more. A double-speed CD-ROM peripheral was also on display in prototype form.

some controversy about the actual system specifications (see sidebar), the hardware is said to have been designed to

The Jaguar will be available in limited quantities this fall—it's currently targeted for New York and San Francisco, with a national release

in 1994—and the suggested retail

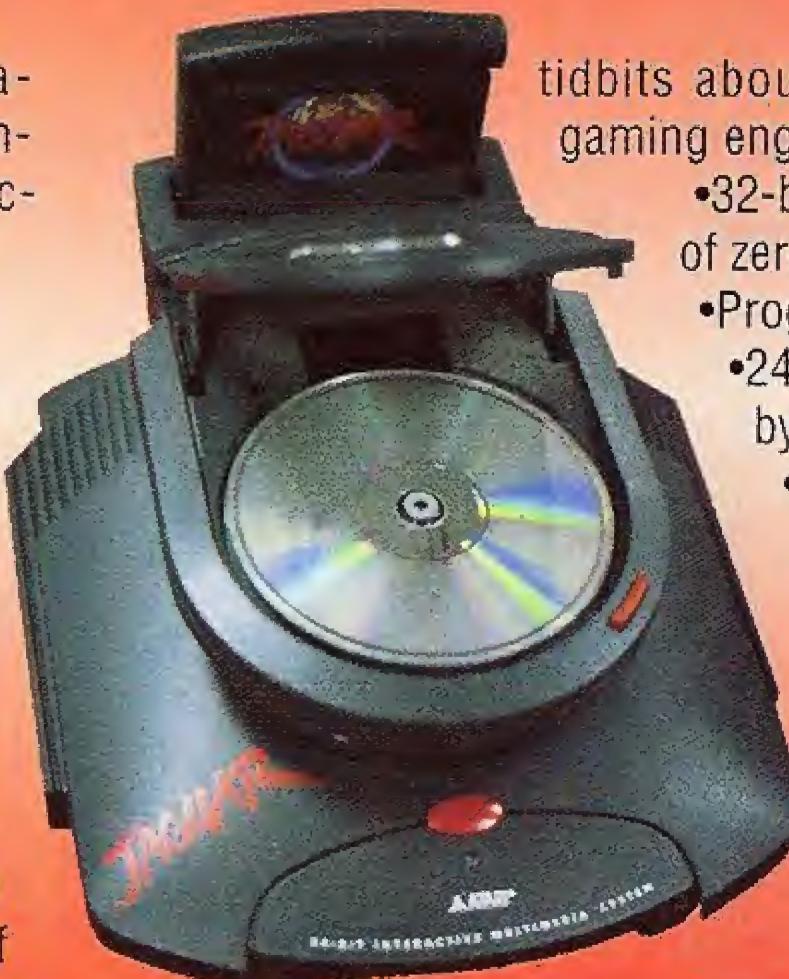
price will be "close to" \$200. The CD-ROM peripheral is also expected to approach the \$200 mark—look for a 1994 release for that too.



64 BITS OF POWER ? ! !

Is the Jaguar a "true" 64-bit machine? While there are some unanswered questions about the specific functions of certain processors (most notably, a 16-bit 68000 chip that performs "general purpose control functions"), it appears that the machine's proprietary, RISC-based, 64-bit system bus and 100+megabyte-per-second data path give it an edge in the areas of speed and processing power that completely overwhelm the capabilities of the 16-bit Genesis and Super NES.

While *VIDEOGAMES* maintains that the software is what's going to make or break the Jaguar—and there really isn't much of that to speak of at this point—here are some



tidbits about what's under the hood of this powerful gaming engine:

- 32-bit 27 MIPS graphics processor with 4K bytes of zero wait-state internal SRAM
- Programmable object processor
- 24-bit 27 MIPS Digital Signal Processor with 8K bytes of zero wait-state internal SRAM
- Blitter with hardware support for Z-buffering and Gouraud shading
- MC68000 CPU clocked at 13.3 MHz
- ROM cartridge capacity to 48 megabits
- 16 megabits of fast page-mode DRAM
- ComLynx I/O for networked multiconsole games
- Two controller ports
- Optional output to S-Video, RF, Composite, RGB and HDTV compatibility

THE FIRST JAGUAR GAMES



O.K., we've heard enough about the hardware. What about the *games*? Here's an updated list of all of the known Jaguar titles in development, with Atari's official descriptions complemented by our own observations. Please be aware that all of these games were seen in their unfinished forms and that the names and descriptions are subject to change.



TREVOR McFUR SAVES THE CRESCENT GALAXY

Atari says: A multilevel side-shooter with lifelike three-dimensionally rendered and shadowed planetary objects and life-forms. Nine levels, five different worlds.

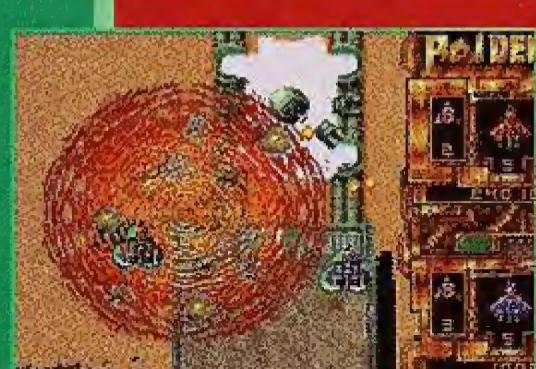
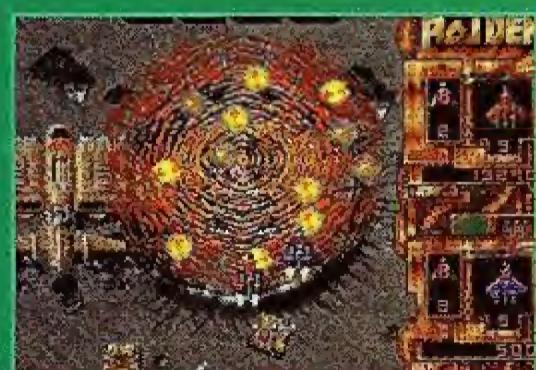
VIDEOGAMES says: Great colors, but *extremely* flat-looking, with one "wallpaper" background and one layer of foreground objects in each stage. The controls are sure to be "tweaked" before release; in the prototype, the feel of your ship gives you no sense of weight, resistance or momentum. Aside from some interesting boss characters, the game has very little personality.



TEMPEST 2000

Atari says: The Jaguar version of the classic *Tempest* coin-op adds a starfield background and CD-quality stereo sound. This cartridge includes the arcade game as well as an enhanced version with new features and twists and spins not seen in the original.

VIDEOGAMES says: It'll be interesting to see how *Tempest* plays with a control pad instead of the coin-op's paddle control; incredible as it seems, this is the first official home version of the game. Unfortunately, the Jaguar version was also unavailable for viewing.



RAIDEN

Atari says: Considered the ideal soundalike and look-alike home version of Toaplan's enduring coin-op. A vertically scrolling shoot-'em-up, *Raiden* was developed as a yardstick for performance, color and sprite comparisons to showcase the Jaguar's capabilities.

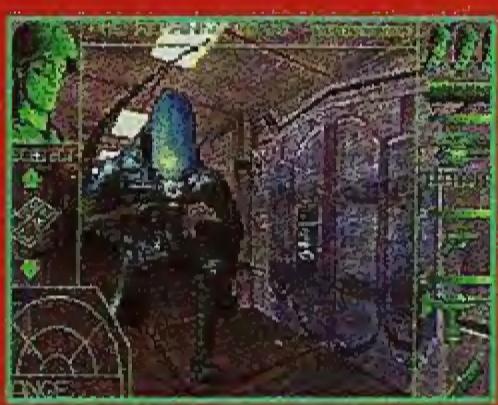
VIDEOGAMES says: While the complete lack of slowdown and flicker makes *Raiden* look great next to existing home versions of the game, the relatively slow pace of the original coin-op suggests that it should *not* be used as the standard against which all other Jaguar games will be judged. We'll consider the all-new, all-original *Cybermorph* to be a lot closer to the cutting edge of the machine's capabilities.



ALIEN VS. PREDATOR

Atari says: Based on two 20th Century Fox film blockbusters—with an eye on the Dark Horse comic book—this is a first-person action/strategy game with realistic texture-mapped scenery. You can choose to play as the Alien (who can climb walls), the Predator (with superior night vision) or a colonial Marine corporal (good luck against *those* two!).

VIDEOGAMES says: One of the Jaguar's brightest prospects, this *Wolfenstein 3-D* disciple looks fast, detailed and extremely involving. The lighting and scaling effects are also extremely impressive, but the layout of the screen menus (radar scope, available weapons, etc.) is pretty ugly. Also, why is the screen perfectly square, with black bars on the sides of the display?

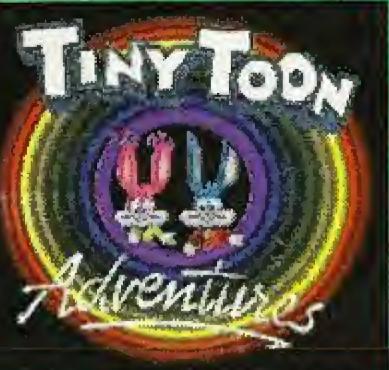


CHECKERED FLAG II

Atari says: A sequel to the popular Lynx racing game, *Checkered Flag II* features real-time texture mapped cars, buildings and roads. The game's sound effects are expected to be 100% realistic, i.e. digitized from real-life racing action.

VIDEOGAMES says: Formerly announced under the name *Jaguar Formula One Racing*, this game was unavailable for viewing.

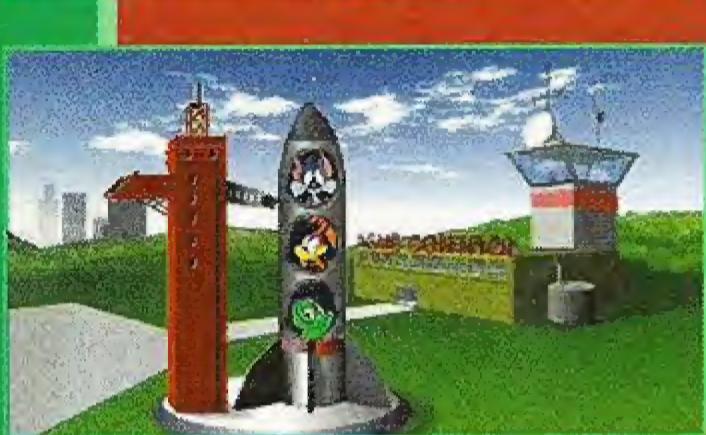
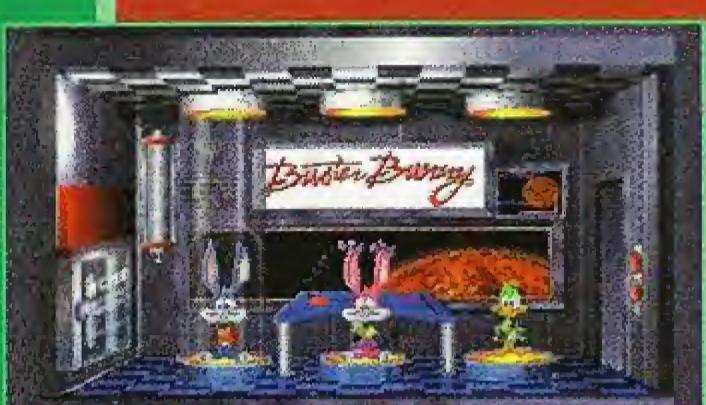




TINY TOON ADVENTURES

Atari says: A platform game based on the popular Warner Bros. characters. The villainous Montana Max has placed TiToonium extractors all over the planet Aurica with the hopes of converting this precious substance into gold; as Buster Bunny, Babs Bunny or Plucky Duck, you must find the extractors and shut them down.

VIDEOGAMES says: Konami has a long head start in the area of *Tiny Toons* video-game translations, but this early Jaguar cart shows



promise. It's the first *Mario/Sonic*-style game to be developed for the system, so it has a lot to prove.



CYBERMORPH

Atari says: A fast-moving, *Star Fox*-style shooter with surreal landscapes rendered "on the fly" with real-time texture mapping. The ship "morphs" to react to your input and its environment; it streamlines itself when accelerating, extends its wings when turning and morphs its tail into a cowl when slowing down.

VIDEOGAMES says: The most innovative of the existing Jaguar titles, *Cybermorph* makes existing polygon-based games look anemic. Demonstrated on an Atari TT-based Jaguar development system at the August press conference, the prototype game



lacked the detailed background horizons of *Star Fox*, but allowed fully uninhibited movement in any direction over the landscape.



CLUB DRIVE

Atari says: A first-person driving game that takes place in a 21st-century "fantasy driving resort," *Club Drive* takes players through a vacation park where you can drive your car in a futuristic city, an old western town, a present-day setting and even a "toy car" environment, where you zip through a house filled with furniture.

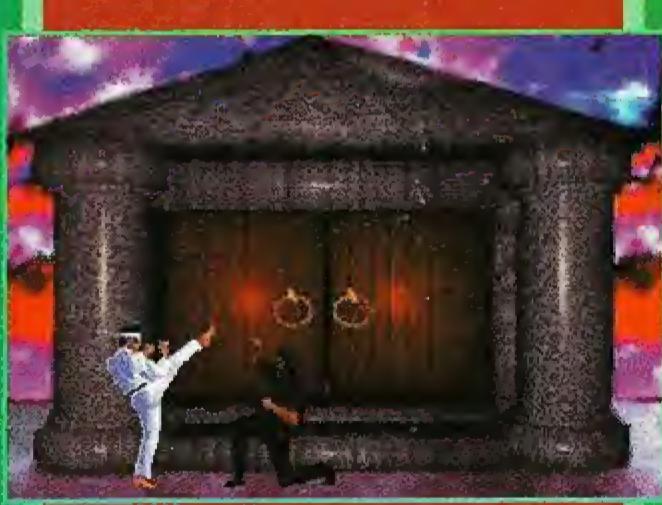
VIDEOGAMES says: With Atari setting its sights on the 3DO system as serious competition on the hardware side, it's only logical that *Club Drive* will be closely compared to Crystal Dynamics' *Crash 'N Burn*, the driving game that will be packaged with Panasonic's REAL 3DO Interactive Multiplayer. We haven't seen enough of *Club Drive* to make the call, but it's expected to feature switchable perspectives and less of a "combat" theme than *Crash 'N Burn*.



EVOLUTION—DINO DUDES

Atari says: A platform puzzle game with over 80 challenging levels of play. Teach caveman characters to survive by avoiding man-eating dinosaurs, discovering the spear, learning to make fire and climbing up the evolutionary ladder.

VIDEOGAMES says: This is the same game that was released as *The Humans* for the PC, Super NES and Genesis and as *Dinolypics* for the Lynx. It's an Atari-owned property, but—aside from the audiovisual splendor—it doesn't appear to exploit any of the Jaguar's special hardware. Previous versions of the game were met with a mild thumbs-up from game reviewers, but there's not much here that's deserving of "64-bit" status.



KASUMI NINJA

Atari says: A ninja fighting game that takes place on the small island of Kasumi in the West Pacific rim. The young Ninja hero must learn new skills and fight with nine other personae, each with unique fighting abilities and special moves. Characters use 91 different martial arts movements.

VIDEOGAMES says: This game was unavailable for viewing.

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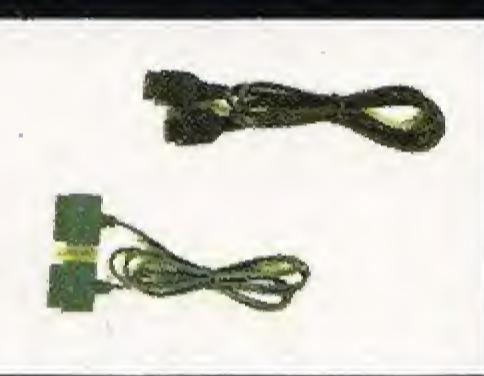
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PRICE: N/A

AVAILABLE: NOVEMBER

DIFFICULTY: MEDIUM

COMPANY: JVC/LUCASARTS
3800 BARHAM BLVD., SUITE 305
LOS ANGELES, CA 90068

PHONE: (213) 878-0101



Darth Vader is back, and in this *Star Wars* game HE WINS! You'll travel through all the worlds of *The Empire Strikes Back*—shooting probe droids, destroying imperial walkers, training to be a Jedi on Dagobah, then climaxing with a lightsaber duel with old dark helmethead himself.

DIFFERENCES BETWEEN SUPER STAR WARS: Everyone wants to know—Is *Super Empire* BETTER than *Super Star Wars*? Answer—YES!!! One

major improvement is the use of a password system to get past each level (finally). I guess this means there won't be a "game debug" menu (if there is one, we'll find it!). The character designs are

also more exciting, with a larger variety of poses and movements. (Game designers over at LucasArts tell us Luke is slightly taller.) The game itself is packed onto a 12-megabit cartridge; that's 50% larger than *Super Star Wars*.

EVER EXPANDING STAR WARS UNIVERSE: The designers at LucasArts also deserve a lot of praise for visually rendering so many new elements in the *Star Wars* universe. You'll battle creatures like a Gundar (Han mentions it in *Empire*, now you can see it), plus Imperial troops flying with rocket packs and a nasty creature on Dagobah (look out, you're stepping on its spine). Let's hope some members of this team are also working on Lucas' next series of planned *Star Wars* movies.

BEAT THE BOSSES: As Yoda advised Luke on Dagobah, "A Jedi uses the Force for defense, never for attack." Keep this in mind when fighting bosses, as beating most of these bad guys requires a little more strategy than an all-out attack.

FORCE POWERS: On Dagobah, you will discover how to use your Force Powers, such as Mind Control, Elevation, Slowdown, Saber Control, Saber Deflect, Freeze, Invisible and Heal. (Learn more about these in our *Enormous Super Empire Strategy Guide*, starting next issue!)

SUPER SURPRISES: Besides the Force Pow-

Travel from the wampa caves on Hoth...to the inside of the Rebel Base...to the asteroid field...to Dagobah...to Cloud City...and the ultimate confrontation with Darth Vader.



THE BRAND-NEW VIDEOGAMES REVIEW SYSTEM!

SYSTEMS

SNES Genesis Neo-Geo NES Duo/TG-16 PC Macintosh Lynx Game Boy Game Gear

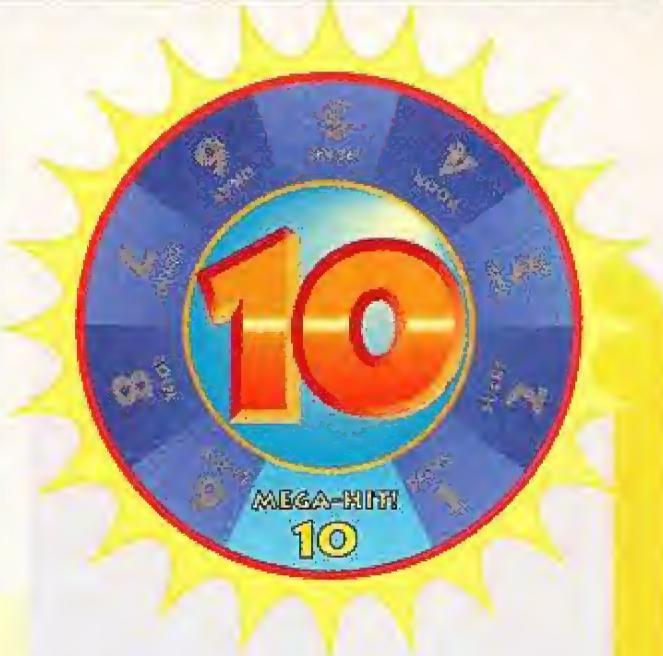
MEDIA

Cartridge Super CD CD-ROM Floppy Disk

GENRES

Action Strategy RPG Adventure Shooter Sports Simulations Fighting





You might beat the end boss (Darth Vader), but the adventure must continue with the release of *Super Return of the Jedi* in '94.



ers that really come in handy when fighting bosses, there's a neat trick on Hoth. Luke snowglides down a hill and collects extra points in a bonus round (just call 'im "Luke the Hedgehog"). The Mode 7 effects,

which involve shooting AT-ATs on Hoth and the approach to the Cloud City, are amazing, giving the game a three-dimensional feel with the kind of detail that games like *Star Fox* unfortunately lacked.

While *Super Empire* will no doubt be remembered as one of the best games of '93, it also ends on a fairly sad note: Luke defeats Vader (sort of) and Han Solo is frozen in Carbonite and whisked away aboard *Slave 1*, Boba Fett's ship. At least we won't have to wait three years for the sequel, as *Super Return of the Jedi* is planned for release in '94.

—Chris Gore



GRAPHICS

10

Like the movie, this game is darker, with the moody color scheme expanding on the realm of *Super Empire*. With lots of new creatures and new parts of worlds we thought we saw in the movie, the graphics push the limits of 16-bit gaming.

SOUND/MUSIC

10

The soundtrack is some of the best music for any movie, much less a game. The best sound effects are in the Dagobah levels, which have no music at all, simply beautiful stereo sounds of creatures roaming in the jungle.

PLAYABILITY

9

Pick up a controller and play! The game play evolves in later levels with expanded features like Luke's Force Powers. The shooter/action for each level is challenging, plus beating each boss requires some strategy as well as skill.

EDITORS' RATINGS

GORE 10 MIKE 9 CHRIS 9 NIKOS 10

BANG FOR THE BUCK

10

THE LOWDOWN

An incredible sequel to *Super Star Wars* that captures the excitement of the movie while expanding on the Star Wars universe itself, *Super Empire Strikes Back* is the next level in Super Nintendo games and will keep video gamers pounding buttons for a long time (or at least until next year, when the promised *Super Return of the Jedi* hits the shelves).

REVIEWS



PRICE: \$64.95

AVAILABLE: OCTOBER

DIFFICULTY: MEDIUM

COMPANY: SOFTWARE TOOLWORKS
60 LEVERONI COURT
NAVATO, CA 94949

PHONE: (415) 883-5157



The story so far: The Vega Sector has fallen (in the previous *Wing Commander* game), and the Kilrathi furballs are now retreating back to their home worlds. On one of the last remaining conquered worlds, however, the Kilrathi have perfected the Graviton Weapon, which can vaporize an entire planet! Now you, along with your fellow pilots aboard the *Tiger's Claw*, must cross into enemy territory and eliminate the threat posed by this deadly new weapon.

Like the game before it, *Secret Missions* is a 3-D, first-person, space flight simulation. The game begins with you on the *Tiger's Claw*, a sort of outer space aircraft carrier. While onboard the *Tiger's Claw*, you can visit the bar and talk with other pilots or practice your combat skills in the flight simulator. Once you're ready to begin your mission, you enter the briefing room, where the commander outlines the battle plan.

There are five different mission types: defending a stationary base or ship, escorting large freighters to rendezvous points, intercepting anticipated Kilrathi strike forces, patrolling unsecured territory and striking enemy targets, such as capital ships, and destroying them. Cinematic animations depict how the war is going, based on how well you complete your missions.

The bulk of the action takes place in the cockpit of your fighter. There are four kinds of ships you can fly, each with different armaments and speed capabilities. Each fighter's cockpit is laid out quite differently, but each contains the same controls and instruments, such as damage control, communications and the all-important radar display.

While the internal cockpit graphics are quite detailed, the starfield and ships don't seem quite as elaborate as they could be, and the screen scrolling is a



bit choppy. The SNES's Mode 7 scaling capabilities are put to excellent use, however, and fast action creates addicting game play. The game's designers have done a good job laying out the controls on the SNES joypad, no mean feat when you remember that *Wing Commander* was originally designed to be played on a PC with a keyboard. The only thing missing is the ability to rotate your ship along its axis, making your spaceship fly a bit too much like an airplane.

Secret Missions is a fun game, and you need not have played the first *Wing Commander* to appreciate it. If you already have the first game, you might be disappointed, since there really isn't that much different here other than the story line, and much of that seems familiar.

—Jeff Tschitsch



GRAPHICS

7

Not as detailed as we're used to seeing on the SNES, but still quite good. Great Mode 7 scaling and some of the best explosions ever!

SOUND/MUSIC

7

Virtually unchanged from the first game. The music gets more intense as the action heats up, creating a movielike atmosphere.

PLAYABILITY

8

Takes some practice (that's what ROOKIE mode is for, after all), but the well laid out controls respond well. Great story line keeps you hooked and coming back for more.

EDITORS' RATINGS

GORE 88 MIKE 88 CHRIS 88 NIKOS 7

BANG FOR THE BUCK

7

THE LOWDOWN

A good translation of the popular PC game. Recommended for first-time commanders, but doesn't offer anything new for veterans of the original game.

SNES

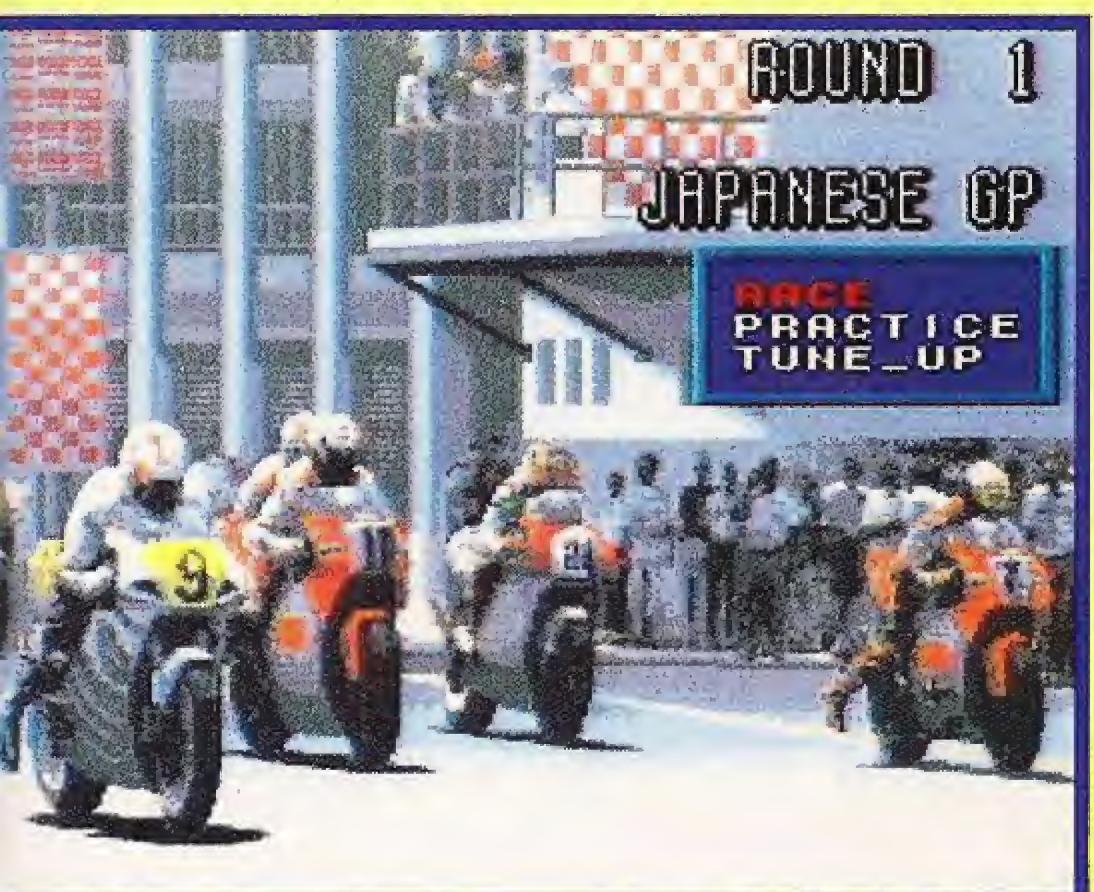
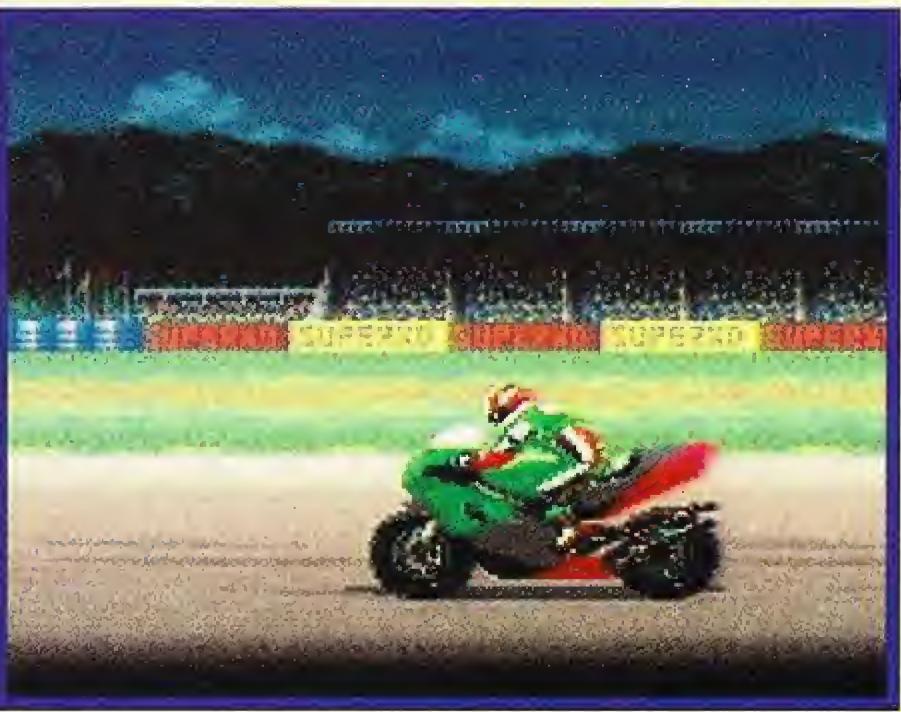


PRICE: \$59.99
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: ATLAS

17145 VON KARMAN, SUITE 110
 IRVINE, CA 92714

PHONE: (714) 757-1288

I ride a motorcycle every day. Not one of these sleek and modern bikes featured in *GP-1*, but a 1972 Triumph Daytona 500. A classic bike that would not be practical for racing and I would never do it (I've seen a few of the scars on my motorcycle enthusiast pals) so



Crashing is difficult but you'll have fun annoying your opponents.

this was the perfect opportunity to experience the excitement of motorcycling racing without the threat of danger.

WIPEOUT—The first thing I always like to do when playing any new racing video game is to CRASH. I want to know exactly how a crash looks—flames, blood, flipping end over end. Well, unfortunately, *GP-1* seems to not allow you to wipeout or get even close. You just get incredibly close to the ground.

RACING SENSATION—The best thing a racing game can do is to give you a real sense of movement. *GP-1* does that and more! My stomach did a few flip-flops during some extremely tight turns.

game with elves or knights—I WANT TO RACE!

Besides the annoying role-playing cash deficit problems, *GP-1* is possibly the best motorcycle racing game to come along and the only thing that's missing is the smell of gasoline and bugs in your teeth.

—Chris Gore



GRAPHICS 9

They must have used actual manuals to construct these bikes. The colorfully detailed scenery is fun to look at too, but keep your eyes on the road.

SOUND/MUSIC 7

You can hear the gears grind when you shift. You can feel the wind at your back. The music is kindly forgettable.

PLAYABILITY 7

It's easy with a controller but you'll wish you could weld on a pair of handlebars. Fun to the last second of racing when the tension mounts.

EDITORS' RATINGS

JASON 88 MIKE 7 CHRIS 88 NIKOS 7

BANG FOR THE BUCK

THE LOWDOWN
 A solid motorcycle simulation game that will have you swaying from side-to-side with the action. However, the game is not that good at reinforcing motorcycle safety with bloodless crashes.

REVIEWS



PRICE: \$49.95

AVAILABLE: OCTOBER

DIFFICULTY: EASY

COMPANY: AMERICAN SAMMY
901 CAMBRIDGE DRIVE
ELK GROVE VILLAGE, IL 60007

PHONE: (708) 364-9787



Let's not waste any time here: American Sammy's *Football Fury* is an amazingly ordinary football game for the SNES. Taking advantage of almost none of the 16-bitter's special features, this game looks like it would have been more at home on an 8-bit console.

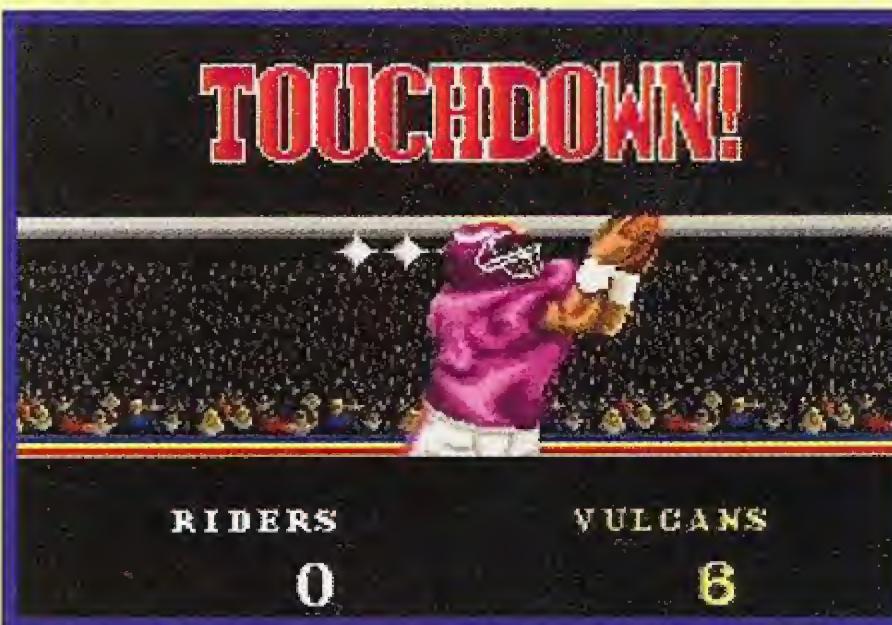


Start with the graphics: The players are tiny clones with so few frames of animation they seem to glide across the field. The view of the field is a real problem. The game is depicted from a side-scrolling view, much like a televised football game, displaying about 20 yards of the field. Since the screen scrolls with the football always at the center, you can only see about ten yards up the field, making it very difficult to avoid defenders and nearly impossible to know which receivers are open, as they are usually off the screen.

As limited as the general graphics are, the game does have a few semicool effects. Whenever a touchdown is scored, you are treated to a close-up cinema replay, and then the field smoothly rotates to set up for the extra point attempt. The outcomes of

extra point and field goal attempts are also displayed via a close-up cinema.

Football Fury is billed as "easy to learn," and its simplistic controls are certainly that. Running plays are a breeze: The quarterback automatically hands off the ball and all you have to do is guide the runner up-field. Passing plays are almost as simple. Each eligible receiver has a controller button letter floating above his head. Pressing the letter of the receiver you



The scrolling display doesn't give the player a good look at what's going on.

want to throw to causes a "throwing gauge" to appear on the screen, which rises and falls at a rapid pace. The higher the gauge is when you press the receiver button again, the better chance you have of the pass being caught; press the button when the gauge is low and it is almost always an incompletion.

You're not going to do much with the ball if you do catch it, however. Defensive players seem to move about twice as fast as the ball carrier, and, with no special moves other than "Avoid Tackle," big gains are hard to come by. *Football Fury* may be easy to learn, but its low playability, weak graphics and pathetic use of the sound chip keep it from generating any excitement.

—Jeff Tschiltsch

GRAPHICS 4

Tiny players, poor animation and a limited field of view will have you fondly reminiscing about your 8-bit NES; the various cinema "replays" are cool, though.

SOUND/MUSIC 3

Uninspired music, no digitized sound effects and hardly any digitized speech.

PLAYABILITY 5

The game is easy to pick up, but it's hard to make the players go where you want on the field, especially when controlling defensive players. Even with poor controls, the game offers little challenge after the first couple of plays.

EDITORS' RATINGS

GORE 2 MIKE 2 CHRIS 2 JASON 2

BANG FOR BUCK 4

THE LOWDOWN
A simple game to learn, but not much fun to play. With all the other football choices available, this one's not even worth renting.



SIMANT®

Copyright 1991 Maxis
Copyright 1993 Imagineer
Published Under License from
Imagineer Co., LTD. of Japan

PRICE: \$59.95

AVAILABLE: NOVEMBER

DIFFICULTY: MEDIUM

COMPANY: MINDSCAPE

60 LEVERONI COURT

NOVATO, CA 94949

PHONE: (415) 883-3000



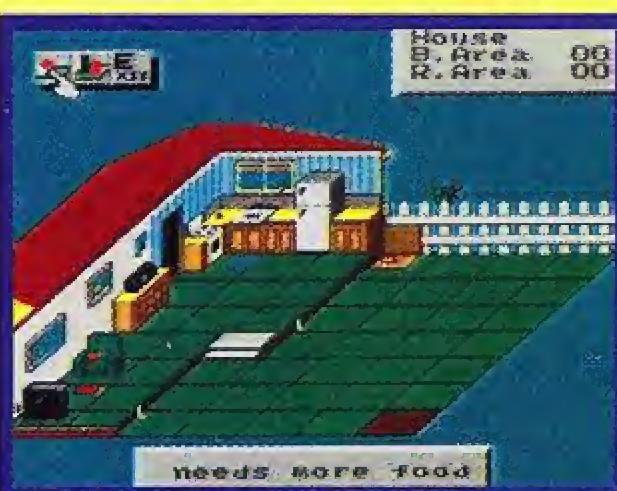
Remember when you were a kid and you used to look at ants under a magnifying glass—AND KILL THEM! This is the fun of *SimAnt*, the Super NES version of the popular Macintosh and IBM PC game.

Basically, one starts with a yellow ant that controls the rest of the colony. You'll learn to forage for food, motivate your ant pals to work, kill some red ants and keep from getting eaten yourself by predators like evil spiders.

You can start with short scenarios, each of which involves killing the colony of red ants so you can move on to the next level. The goal of the full game is to spread your black ant colonies across the yard until you force the resident of the house to move out.

THE GOOD PARTS: *SimAnt* is especially entertaining for anyone who has had to deal with big, black carpenter ants (mostly found in the Midwest). I can finally see it from the ants' point of view. The game never gets boring, as you discover more and more details about managing an ant colony. You can micromanage your colony down to the castes or types of ants you want your queen to lay eggs for (worker, soldier, breeder) and what type of work each ant should be doing, all while you're trying to keep up with and destroy the red ant army.

THE BAD PARTS: Sections of



Getting squashed, eaten by spiders and savaged by red ants is all in a day's work for a yellow ant.

the game are just a little too cute for my taste. I mean, we're talking about the animal kingdom here—it's eat or be eaten. Even us humans are made out of meat, and the harsh reality of nature should be brought to kids' attention early on in life. In the original Mac version, ant fights were handled with a graphic of ants flipping and biting each other. In the SNES version, there is a cartoonlike "FIGHT" word on the screen surrounded by smoke. Ha, ha.

WAR ISN'T HELL, IT'S FUN: My favorite part of the game is getting about 100 ants built up in each colony and then marching over to the red ant colony to kick some butt. I'd send my yellow ant right down into the tunnels of the red ants and he would always get killed, but it was cool to be reborn and see how well I had done. Then I'd march right over and do the same thing again until the red ants were all dead.

SimAnt is a blast, and, unlike those real ant farms, even if your ant dies of starvation, you can reset the game and start over.

—Chris Gore



GRAPHICS

9

These insect visuals came right out of the ground! Sometimes it looked as if an army of ants was crawling across my television. The encyclopedic reference to ants was a great tutorial with realistic graphics. It made me want to play in the dirt again.

SOUND/MUSIC

7

The music is, unfortunately, bad and, thankfully, you have the option to turn it off (which I did). The sound effects are creepy yet fun, especially the crunching sounds of a spider eating an ant. It'll make you squirm.

PLAYABILITY

9

Easy to pick up and learn even without the instructions. It's a blast to kill things and get killed, plus you'll actually learn about ants. The full game requires a little patience, but your level of interest grows as the game proceeds.

EDITORS' RATINGS

NIKOS MIKE CHRIS JASON

BANG FOR THE BUCK

8

THE LOWDOWN

A great translation from the computer-strategy game, with top-notch graphics and a wide range of scenarios that make this a game you'll come back to over and over. Highly recommended.



PRICE: \$N/A
AVAILABLE: NOVEMBER
DIFFICULTY: MEDIUM
COMPANY: MINDSCAPE
 60 LEVERONI COURT
 NOVATO, CA 94949
PHONE: (415) 883-3000



GRAPHICS 6

Too bad the graphics weren't more detailed—even a 64 set of Crayola crayons has more color.



Captain America, Iron Man, the Vision and Hawkeye are off to save the world from the clutches of the Red Skull and the controller is in your hands. Based on the arcade game of the same name, you'll face enemies like Klaw, Whirlwind and Juggernaut (who is also a popular villain in the X-Men territory).

THE GOAL: Beat up a bunch of minor bad guys to get to the big cheese himself, the Red Skull, then save the world from total destruction. There's one or two player mode and instead of an energy bar telling you how much life you have left, a

Whether it's Captain America or Hawkeye getting beat up, they all sound the same.



Hurry Avengers!



counter counts down from 100. I guess Cap can only stand 100 punches.

The action and movement for each Avenger is limited and the poses are stiff. The character designs are based on the Jack Kirby drawn comics from the early 1960s. This looks great, (like super-

heroes should) with squared off jaws and fingers, not wimpy like Michael Keaton. But the action is so limited something must be wrong. Did they design the Game Boy version first, then translate that exactly to the Super Nintendo version?

I really wanted to have fun playing this game, but I don't even think Cap's sidekick Bucky could save me from boredom or Captain America from the Red Skull. Though I confess that I love these classic superheroes, those old bad 1960s cartoons based on the same characters had more going for them.

—Chris Gore



SOUND/MUSIC 2

The music is incredibly generic and even worse, Captain America, Hawkeye, Iron Man and Vision scream in agony each time they are hit—WITH THE EXACT SAME VOICE! "NO! OOF!" Just plain BAD.

PLAYABILITY 4

Sometimes I wondered why I bothered even having a controller in my hand as the game took over the action so often. And I thought I was creating those cool moves?!

EDITORS' RATINGS

JASON 6 MIKE 4 CHRIS 5 NIKOS 4

BANG FOR THE BUCK 4

THE LOWDOWN
 Based on the arcade fighting/action game of the same name, this translation is a disappointment. You might consider passing on *Captain America and the Avengers* for the SNES and spending your quarters at the arcade.

SNES



PRICE: N/A

AVAILABLE: OCTOBER

DIFFICULTY: HARD

COMPANY: SUNSOFT

11165 KNOTT AVE.

CYPRESS, CA 90630

PHONE: (714) 891-4500

GENESIS



Aero is a performer who comes from a long line of circus bats. As the controller of his "act," you have to carefully put him through the wringer—well, more likely through flaming hoops, on unicycles, shooting out of cannons, diving into pools of water and more.

Sunsoft and Iguana Entertainment have combined to put together a game in *Aero the*

21070



Acro-Bat that is a departure from most of the scrolling games out there. It's basically a run-and-jump contest, but it offers some different movements, such as a "drill" jump that's used to get rid of the enemies in your path and higher platforms during a stage. (He also has the ability to gather magic stars and throw at adversaries.) Aero also offers a unique setting of a circus to provide the whimsical tools used to get through each of the game's levels. Aero hopes to eventually get through the entire game to his final task, which is to defeat Zero, an "acrobat," and Edgar Ektor, an extremely



Now you don't have to run away to join the circus, just play *Aero the Acrobat* instead.

vengeful clown.

Aero is a fun game that has a strong level of durability. It's a game that you can come back to over and over again.

—Andy Eddy



GRAPHICS

8

Though the SNES has slightly more vibrant graphics than the Genesis, both are similar in how they push the respective game consoles. Characters are a little smaller than I would like to have seen, the animation is very smooth.

SOUND/MUSIC

9

Again, the SNES has a little more punch in the audio department, but both offer a pleasant background to the action. Though, the audio is quite good, though if you stick around in an area too long, you may be burned out by the repetition.

PLAYABILITY

8

Though it offers a steeper learning curve because of the new movements Aero has to work with, a short read-through of the manual and a couple of minutes of practice will get you acquainted.

EDITORS' RATINGS

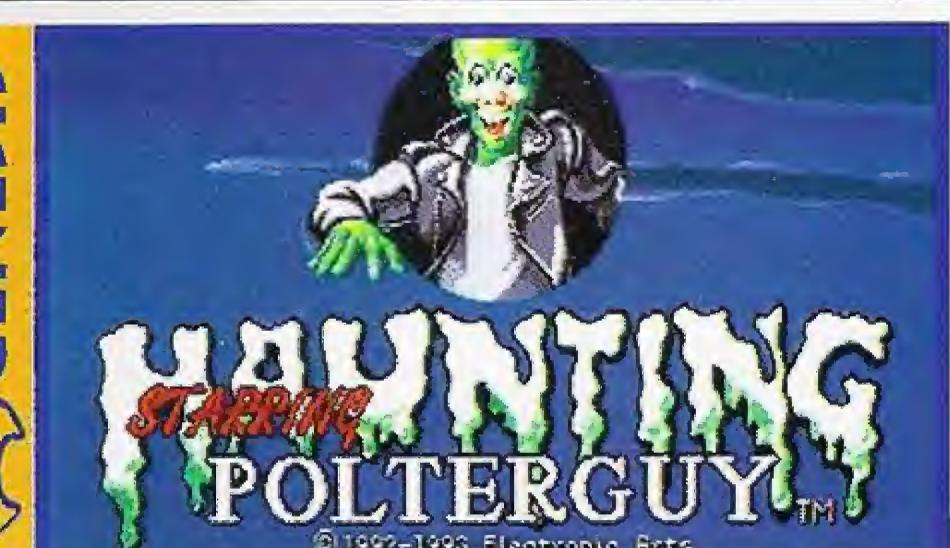
GORE	MIKE	CHRIS	NIKOS
7	6	8	6

BANG FOR THE BUCK

10

THE LOWDOWN
You can usually count on Sunsoft to deliver a quality product, whether it's a license, such as *Superman* or *Batman*, or an original title like *Aero the Acro-Bat*. There are no surprises here.

REVIEWS



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY: ELECTRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 94404

PHONE: (800) 245-4525



Losing your slime can be fun as you are sent to a dungeon screen where you must beef up your power and avoid other ghost beasties in order to continue haunting.

Dig this. If *Haunting* were badly made, it would be a typical actionfest, where you play the characters of a family that is being haunted by ghosts. Happily, however, in this game you play the ghost who haunts the family! As the zombified, leather-jacketed hipster, Polterguy, your mission is to scare the bejesus out of a greasy, nouveau riche, obnoxoid family called the Sardinis.

Polterguy is haunting the Sardinis not just because they are abrasively tacky. No sir, he's settling a score with Vito Sardini for owning a company that makes dangerously lousy skateboards. Sure this may sound petty and unnecessarily bitter, but Polterguy died on one of Vito's cheaply made "deathboards." To win the game, you must frighten the Sardini clan out of a gaggle of architecturally diverse homes and eventually win the



TONY SARDINI
FAVORITE MOVIES:
TEXAS JIGSAW MASSACRE PARTS 1-3



from our tragically hip antihero. Still, there is a method—and a mission—to all the madness: Bring Polterguy back to the living. And that will keep you playing long into the night.

—Kevin Burke

chance to return to the living.

The basic premise of the game is engaging enough to hold the interest of most gamers, but the young guns of the family may get bored with the subtler, strategy-oriented action. You'll have the most fun simply exploring the assorted collection of bedrooms, hallways and kitchens, possessing things like furniture, plants and light fixtures and causing them to have ectoplasmic fits, oozing viscous fluids and metamorphosing into demonic killer clowns and the like. With minimal strategic skill, you can roam the floor plan of the Sardini household while keeping your ectoplasm meter (which monitors your ghost health) from running out.

This kind of fun lasts for awhile, but it begins to wear thin when you realize that, aside from a few cosmetic changes, this is all the game has to offer. And the game has a propensity for insultingly stupid inter-titles—the result is lots of wasted time reading irritating messages

GRAPHICS

9

Haunting has a number of super-cool features which revolve mostly around ghost effects that Polterguy inflicts on the house. Also, the various ways in which the Sardini family members freak out are hilarious.

SOUND/MUSIC

7

The music for *Haunting* is fine; however, the sound effects are impressive, ranging from high-pitched screams to cannon blasts that will generally throw you for a loop.

PLAYABILITY

7

Haunting has a cool, three-quarter overhead view of the house that is unusual and fairly easy to maneuver through. Polterguy's movements are fluid, but he almost floats too easily on the screen, sometimes overshooting his goal.

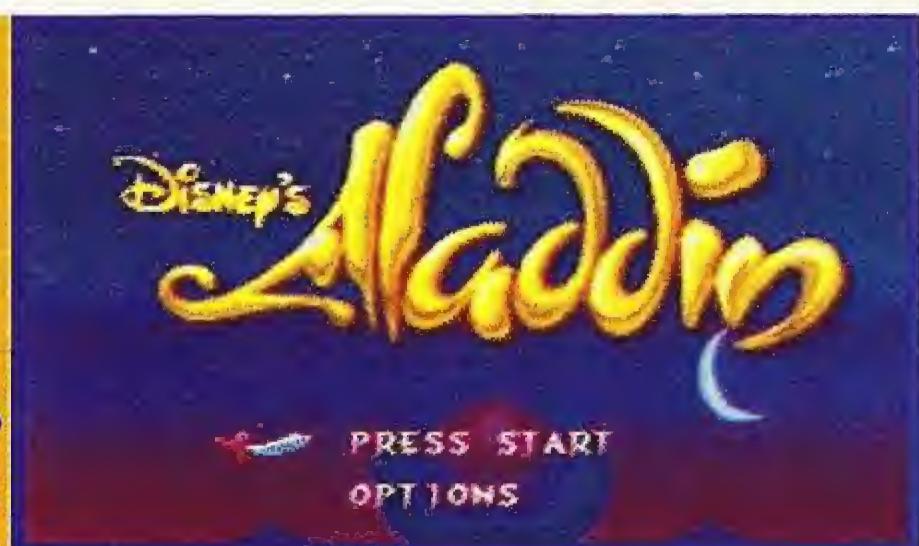
EDITORS' RATINGS

GORE 88 **MIKE** 6 **CHRIS** 88 **NIKOS** 88

BANG FOR THE BUCK

9

THE LOWDOWN
Haunting is worth the dough because it is enjoyable to play, messing around with different combinations of scare tactics, but it also has a running goal that is challenging to achieve.



PRICE: \$59.99

AVAILABLE: OCTOBER

DIFFICULTY: MEDIUM

COMPANY: SEGA

130 SHORELINE DRIVE
REDWOOD CITY, CA 94065

PHONE: (415) 508-2800

Disney's *Aladdin* has been highly anticipated. Word came from those who saw it at the Summer CES that this cart, even in preliminary form, was everything people expected. Now that *Disney's Aladdin* is in hand, we can assure you that it's a great-looking game, in the spirit of Virgin's successes with *Global Gladiators* and *Cool Spot*. *Disney's Aladdin* has its roots in those programs.

Aladdin also features a new level of enjoyment under the main game, with satire and much personality not seen in many games. And they have taken the timer out to give you an opportunity to watch the game as well as battle your way through Agrabah to defeat Jafar and save the Princess Jasmine.

As noted before, *Global Gladiators* and *Cool Spot*, two of the most "playable" games from Virgin, were the foundations for this *Disney's Aladdin* game. For that reason, a high level of game play can be found in *Disney's Aladdin*. The graphics are at an incredible level, and it's an easy game to pick up and play. Not to say that you'll master it easily, because the Difficult level is a real challenge, but you won't find yourself constantly referring to the manual: The three Genesis action buttons allow you to jump, swing your sword and throw an apple. It's also surprising that the game was created in half the time of most other games and still meets the level of quality that it does.

Disney's Aladdin is a side-scroller in design, but the Genesis is exercised to its highest degree, rivaling the *Sonic* games for speed.



**Is it a cartoon or a game?
Aladdin sets a new graphics standard for video games.**



When you hop on the rug, for example, the pace gradually picks up to largely incredible proportions.

—Andy Eddy

**GRAPHICS**

10

Not only do the characters show a level of animation—thanks to the high frame-rate the game is designed with—but they have incredible personality and lifelike movement.

SOUND/MUSIC

10

Again Tommy Tallarico has nailed down an at-times beautiful, at-times haunting soundtrack, doing justice to the movie themes and scene-setting music for the game's levels.

PLAYABILITY

9

There are minor discomforts, such as the jerkiness of the screen when you hold up or down on the control to look in that direction. It was difficult to consistently make jumps off the poles or land on the moving blocks in the Sultan's Dungeon stage.

EDITORS' RATINGS

GORE 6 **MIKE** 8 **CHRIS** 8 **NIKOS** 8

BANG FOR BUCK

10

THE LOWDOWN

While many others are purchasing licenses of movies and TV shows to make into games, this group effort by Virgin, Disney and Sega sets the standard for how a licensed game can turn out.

TENGEN
PRESENTS**Race Drivin'**
PROGRAMMED BY
Polygames +

PRICE: \$N/A

AVAILABLE: NOVEMBER

DIFFICULTY: EASY

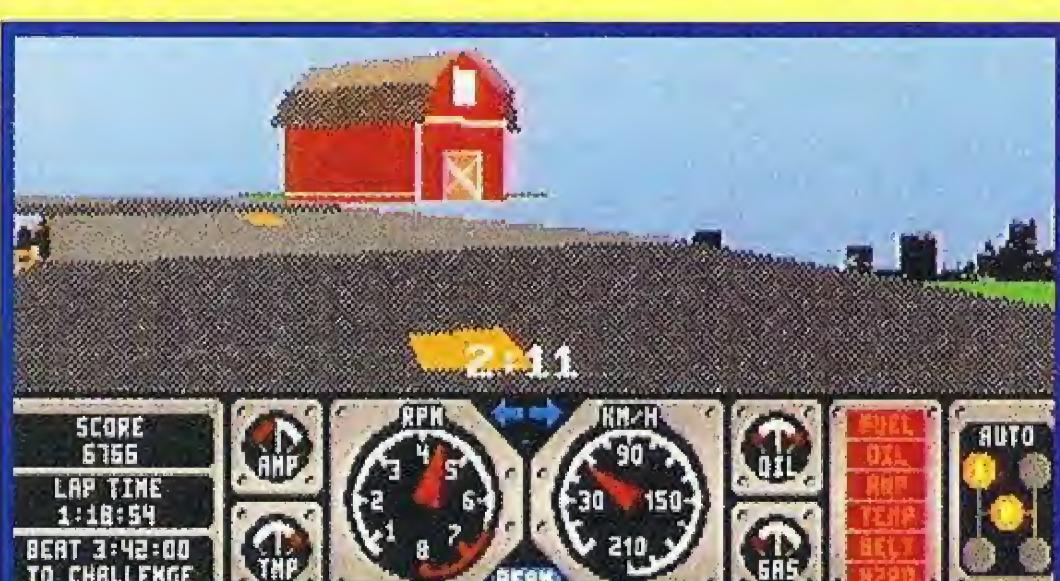
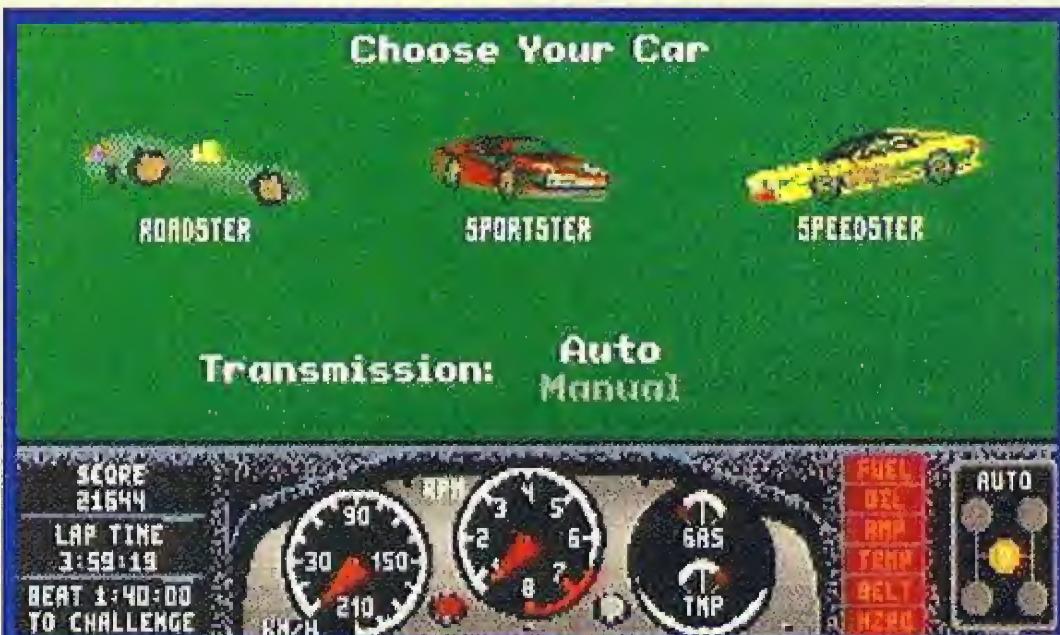
COMPANY: TENGGEN
675 Sycamore Drive
Milpitas, CA 95035

PHONE: (408) 473-9400

**GRAPHICS**

5

O.K., so they're polygon graphics, but these are as boring as they can get for the Sega Genesis. Let's see some innovations. What's a driving game without the detail? Boring!



There are three main problems with *Race Drivin'*:

This Genesis version of *Race Drivin'* doesn't come close to its big brother arcade version.



1. The graphics are not the best.
2. It's too easy.
3. It's too slow.

The problem with the graphics is that there isn't very much detail, due to the fact that a polygon graphics engine is employed. Except for the road, a simple background and an occasional house, there's not much to look at. You would think that a little bit more effort would have been spent in improving a sequel.

You'd figure that *Race Drivin'* would make up for the lackluster graphics on the playability side, but this isn't the case. After a couple of hours of game play, you'll be able to get through all of the tracks with ease.

Finally, you'd think that a car racing game would go fast. Though there are three car styles to choose from (roadster, speedster and sportster) the fastest

could have been a lot more powerful. Even using the manual transmission mode doesn't make the game any more challenging. *Race Drivin'* just doesn't flow like a car racing game should.

There are two cool features to *Race Drivin'*: You can customize both the track and the car, and there is an instant replay of a crash. But, again, the customization suffers from a lack of detail. There should be more variation in track styles, backgrounds and cars. And, with the replay feature, the explosion isn't cool enough to watch over and over again. This game needs bigger explosions!

Overall, *Race Drivin'* isn't worth the time. Go play the arcade version or, better yet, just play with your Hot Wheels cars, fantasizing about the day when a good virtual-stunt racing game comes out.

—Nikos Constant

SOUND/MUSIC

7

This is the only thing the game has going for it. A lot of the engine sounds are cool, and the music fits the mood of a driving game.

PLAYABILITY

5

Race Drivin' gets boring after an hour because it is slow and doesn't flow. The car moves too slowly and there isn't a whole lot of action except for just driving around.

EDITORS' RATINGS

GORE 6 **MIKE** 6 **CHRIS** 6 **JASON** 6

BANG FOR THE BUCK

5

THE LOWDOWN

Race Drivin' is nothing to get excited about. It's a good concept that just doesn't come through to the video-game player.

LETHAL ENFORCERS



PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: MODERATE

COMPANY: KONAMI INC

900 DEERFIELD PARKWAY

BUFFALO GROVE IL 60089-4510

PHONE: 708-215-5100

You're a cop. You carry a badge. And in *Lethal Enforcers*, Konami's conversion of their own highly successful coin-op, you use a revolver-shaped light gun included with the game to blast an assortment of bad guys. Of course, you don't shoot *everything* in this five-level blastathon. The occasional hostage or police officer pops onto the screen, and you lose precious energy if you shoot either of them (but you probably will a few times anyway because, like me, you're demented).

At the start of the game, you're equipped with a lowly revolver that holds only six bullets. Whenever you run out of ammo, you reload by aiming the gun away from the screen and pulling the trigger. Shoot one of the power-up items that appear on the screen during the game and your gun is upgraded with more destructive potential and more ammunition. It doesn't last long, though; get shot even only once by a bad guy and the power-up is lost.

The light gun included with *Lethal Enforcers* is called the Justifier (cool name!); it's very lightweight and surprisingly accurate. It also raises the retail cost of the game by about \$10. ("Go ahead, make Konami's profits.") A second Justifier for two-player action can be ordered directly from Konami for another \$10. (*Lethal Enforcers* doesn't work with the Sega Menacer light gun, which means Menacer owners can safely continue to use them as doorstops.)

Two big problems with *Lethal Enforcers* really hold it back, alas. Firstly, this Sega CD version appears to be identical to the Genesis cartridge version except for the CD sound and



music. Even the little digitized video clips at the beginning of each level are the same in both cart and CD. A little enhancement for the CD format would've been nice.

Secondly, it took me about \$10 to play through the *Lethal Enforcers* coin-op at my local arcade with a banged-up light gun that was about as accurate as the *National Enquirer*. So why should I spend \$70 to play through a watered-down version of the same game at home?

—Zach Meston

Shoot first and never ask questions in *Lethal Enforcers*.



GRAPHICS 5

The coin-op graphics weren't great to begin with, and squeezing them into the 64-color Genesis hasn't helped. I swear there are levels where the graphics are drawn in shades of gray, not in color.

SOUND/MUSIC 8

The hard-rock background music and extremely loud gunshots are the highlights of the game. Crank up the stereo and make the neighbors think you've invited over a group of Hell's Angels.

PLAYABILITY 7

The Justifier feels flimsy, but it's accurate. The game also plays decently with a controller, especially with the added benefit of an aiming cursor.

EDITORS' RATINGS

GORE 8 MIKE 8 CHRIS 7 NIKOS 9

BANG FOR THE BUCK 5

THE LOWDOWN
Lethal Enforcers is a decent conversion of a decent game, but consider renting it or playing the coin-op version before you buy. Me, I'm waiting for Konami to convert the outstanding coin-op *Martial Champion*; now that's a game that is worth paying seventy bucks for.

REVIEWS

STAR TREK[®] THE NEXT GENERATION™

PRICE: \$38.95
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: ABSOLUTE ENTERTAINMENT
 10 MOUNTAINVIEW RD STE. 300
 UPPER SADDLE RIVER, NJ 07458
PHONE: (201) 818-4800



Don't give up on that old NES yet! While the 8-bit market has been saturated with little more than watered-down versions of popular 16-bit titles, Absolute managed to get a piece of the *Star Trek* pie by nailing down the 8-bit rights and releasing *Next Generation* games for the NES and Game Boy. Far from being a cheap, opportunistic "cash-in-on-a-popular-license-and-laugh-all-the-way-to-the-bank" type of game, this is one of the most creatively designed, well-executed NES cartridges I've seen in months.

As a space cadet trying to work your way up the Star Fleet ranks, you'll accept assignments from Captain Jean-Luc Picard and pilot the U.S.S. *Enterprise* on dozens of bold and daring missions to and through the far reaches of the galaxy. Interacting with such familiar crew members as Lt. Worf, Lt. Commander Data and Commander Riker, you're responsible for maintaining life-support systems, fuel levels, damage control, and fulfillment of the required mission objective(s). Sometimes it's as simple as beaming up an ambassador from another ship and transporting him to another location; other missions involve intense combat with Romulan or Ferengi warships or dealing with stowaways aboard the *Enterprise*.

While the logic of certain of the game's elements doesn't always make sense, only a few of them are questionable. (I don't need to be interrupted and told by Data that there are other ships occupying a sector when I'm staring at them! Also, don't those colonists *want* to be beamed up from that diseased planet? Hold still, doggone it!)

Barring a few minor shortcomings, *Star Trek: The Next Generation* is an addicting and challenging NES game. Highly recommended, even if you're not a fan of the TV show.

—Chris Bieniek

Your skills at interstellar combat will be your biggest asset in trying to earn Picard's favor.

THE SUB-GAMES COMBAT

Aim, fire phasers and photon torpedoes

TRANSPORTER

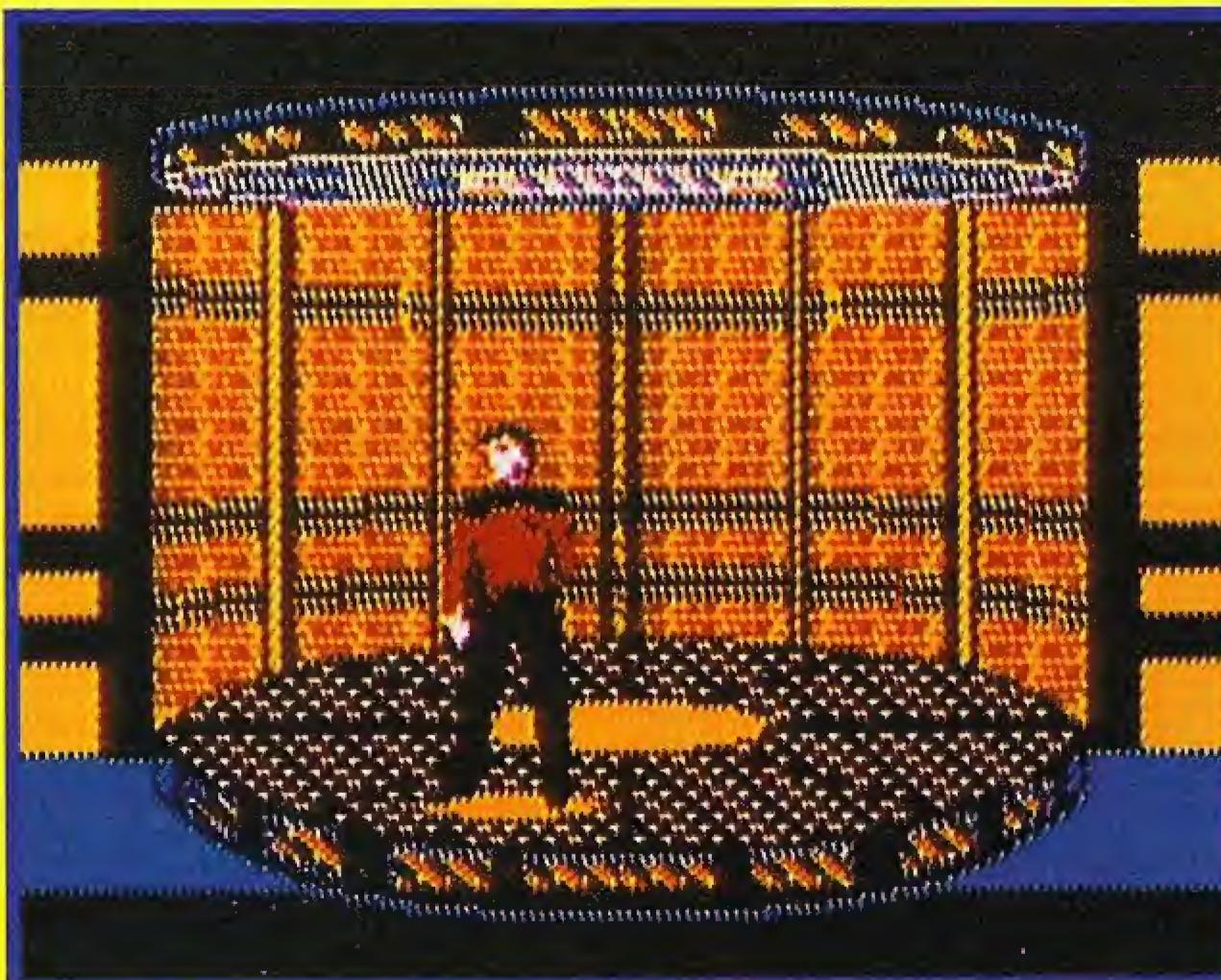
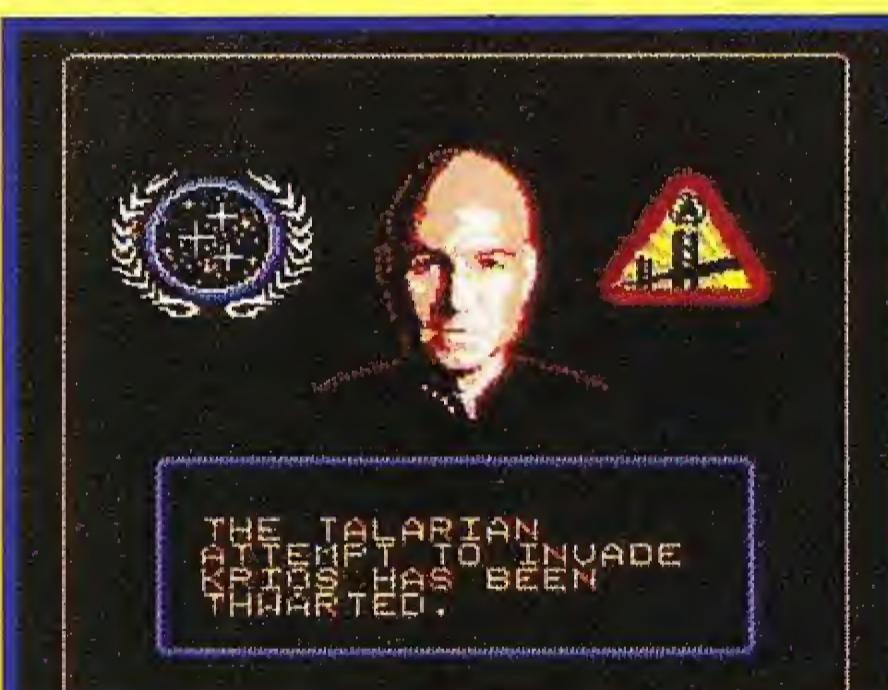
Lock your coordinates and beam them up

REPAIRS

Guide the "power sparks" to boost systems

ESTABLISH ORBIT

Fly an even keel through "target matrices"



GRAPHICS

8

Though the overall look of the game is clean and colorful, it's supposed to be more functional than realistic or eye-pleasing. Having said that, the battle sequences are exciting, and the characters' are identifiable.

SOUND/MUSIC

6

While a few digitized sound effects or bits of speech would have livened things up considerably, the standard NES sound effects work well here.

PLAYABILITY

8

The interface can be extremely confusing at first, but it's a necessary evil; once you get the hang of it, you'll appreciate the flexibility and near-immediate access of any option or crew member.

EDITORS' RATINGS

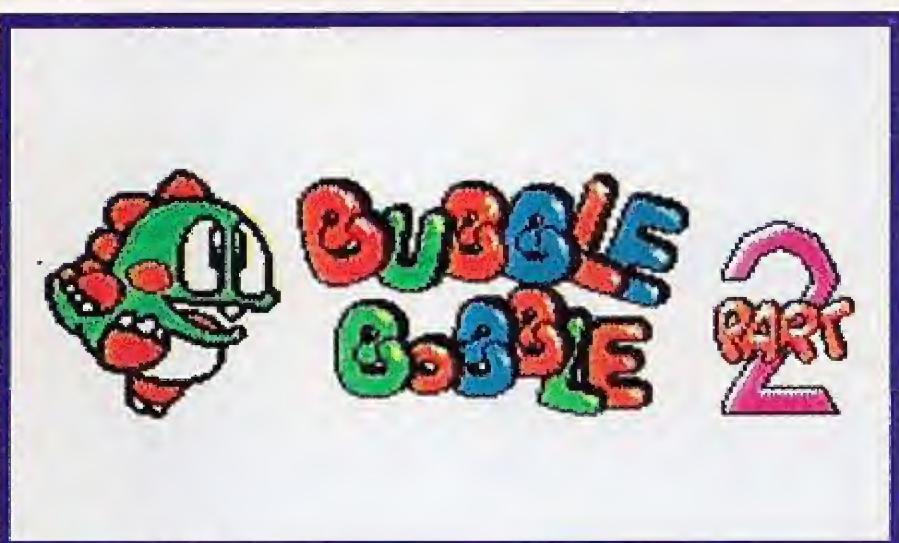
GORE 88 **MIKE** 88 **JASON** 88 **NIKOS** 7

BANG FOR THE BUCK

8

THE LOWDOWN
 The interface can be extremely confusing at first, but it's a necessary evil; once you get the hang of it, you'll appreciate the flexibility and near-immediate access of any option or crew member.

NES



PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: HARD

COMPANY: TAITO SOFTWARE
390 HOLBROOK DRIVE
WHEELING, IL 60090

PHONE: (708) 520-9280



Taito's *Bubble Bobble* was one of the most popular NES games in history, doing justice to the arcade original. Now, the 8-bit machines have been overshadowed by their 16-bit younger brothers. Heck, even Mario's old 8-bit adventures are being upgraded for play on the SNES (the recently released *Super Mario All-Stars*).

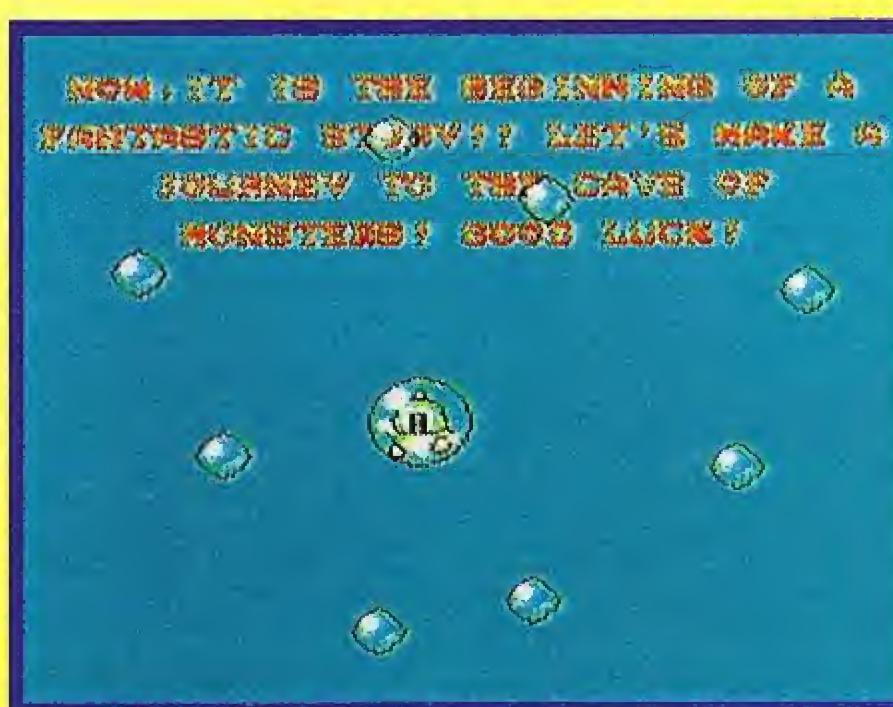
Though there isn't a lot of NES development going on, Taito has just created an NES sequel to *Bubble Bobble*, called, logically enough, *Bubble Bobble, Part 2*. And, sure enough, Bubby and Bobby are back for more, because their friend Judy has been kidnapped. Oh, and they have to save the world from the Skull Brothers also—a minor task.

To complete their mission, Bubby and/or Bobby (depending on whether one or two gamers compete) must safely capture opponents in bubbles and bang into them to change them into valuable fruit. There are also bonus items that can help you, such as candy, which extends the reach of your bubbles; a clock, which stops the action of your opponents; an umbrella, which takes you past a few levels; and more.

For diehard NES players, there's not much new to pick from. For that reason alone, it's hard to ignore *Bubble Bobble, Part 2* and what it can offer. Though it's a game with some flaws, it's still very playable and enjoyable. That much needs to be considered when the gamer chooses a new game to buy.

—Andy Eddy

The saga of Bubby and Bobby continues in *Bubble Bobble Part 2*.



GRAPHICS

5

Though some concession has to be made for the ability of the NES hardware, graphics were the poorest aspect of the game. Because most of the action takes place on a horizontal line—bubbles can only be shot directly left or right—and the NES is limited to the number of items that can be drawn horizontally, there is a lot of flicker and ripping.

SOUND/MUSIC

7

The sound quality and content is good, and keeps pace with the bouncy action. However, there are times when the NES has too much to handle and everything bogs down. It becomes very obvious because the music also slows.

PLAYABILITY

7

Bubble Bobble, Part 2 is much of the same thing, if you've played *Bubble Bobble* at all: You have one button for jumping and another for shooting bubbles. As with its predecessor, you can leap up along the platforms in each level, but Taito has added the ability to blow a "Super Bubble" so you can float around a playfield. You'll need all this and more in order to get through the levels that make up the game.

EDITORS' RATINGS

GORE MIKE CHRIS NIKOS

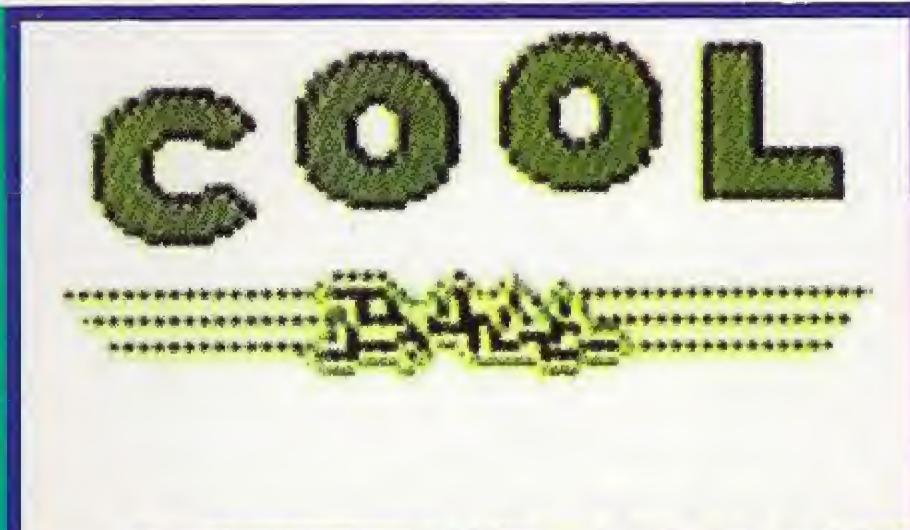
BANG FOR THE BUCK

7

THE LOWDOWN

It's sad that the NES has been so quickly ditched by most publishers, though it's still a viable and inexpensive choice for many video-game enthusiasts. *Bubble Bobble, Part 2* extends the life of the system and gives something new for the players to look forward to.

REVIEWS



PRICE: \$29.99

AVAILABLE: NOW

DIFFICULTY: MEDIUM

COMPANY: TAKARA.

230 FIFTH AVE., SUITE 1201-6
NEW YORK, NY 10001

PHONE: (212) 689-1212

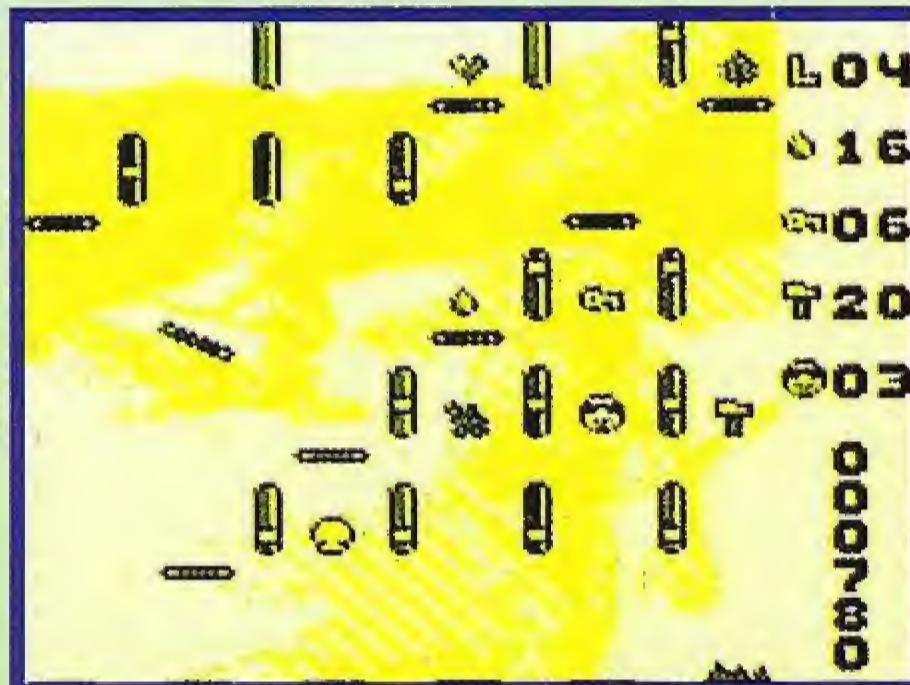
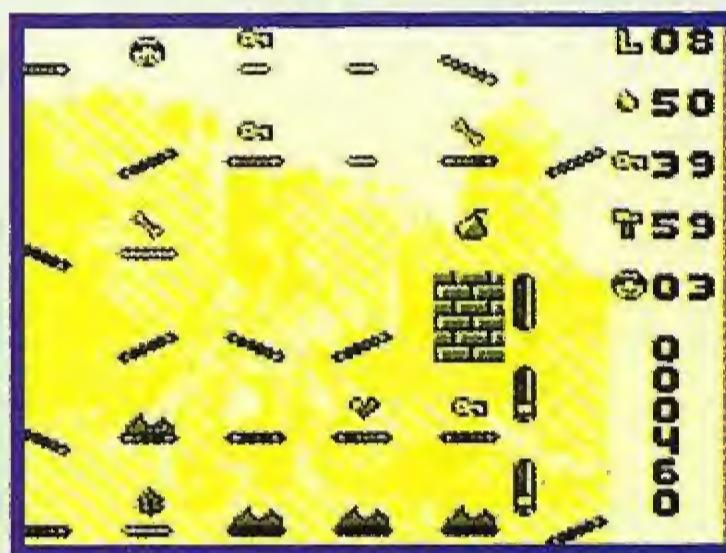


Published under license from French developer Infogrames, *Cool Ball* is a relaxing diversion for fans of the more obscure Game Boy puzzle games (*Catrap*, *Pyramids of Ra*, et al.). Similar in some ways to Takara's previous Game Boy title, *Megalit*, *Cool Ball* is a puzzle-type game with some action elements—but it places more emphasis on timing than *Megalit* did. The puzzles are also much more fiendishly designed, forcing you to devise elaborate strategies as early on as the game's fifth stage.

Check out the accompanying photos for a description of the game that's much clearer than any words could provide. See that circle with the sunglasses on it? That's the cool ball, and it's his mission to bounce around the platforms and retrieve all the scattered objects from each screen: keys, hammers, hearts and other traditional video-game icons. The catch is that certain platforms disappear after they've been jumped on one, two or three times. There are also enemies who move in predetermined patterns through the mazes defined by the platforms and walls, waiting to pop the cool ball and restart the level.

The premise may sound uninteresting and dry, but the key to the success of *Cool Ball* lies in the movement of the ball itself. For one thing, it's always in motion, bouncing up and down restlessly until you tell it to go somewhere else. Pressing the A button makes the cool ball jump as high as it can, until it hits an object.

Long-term challenge is *Cool Ball*'s greatest strength.



Considering that puzzle games have been done to death on the Game Boy, it's a pleasant surprise that *Cool Ball*'s simplistic elements come across as being fairly original... though the ball itself does bear a suspicious resemblance to Kwirk (the Chilled Tomato), star of one of the first Game Boy titles released in this country.

—Chris Bieniek

GRAPHICS

6

The iconographic characters and items are obviously not intended to be visually impressive—and believe me, they're not!—but the detailed "wallpaper" background illustrations are a real treat.

SOUND/MUSIC

7

Not bad, but the music consists of one extremely *loooong* and rambling tune that kicks off at the title screen and doesn't stop or change until the game ends; it doesn't even pause between levels or when you lose a life.

PLAYABILITY

8

There's something that's instinctively appealing about the controls and the way the ball moves that's fun, but really hard to define.

EDITORS' RATINGS

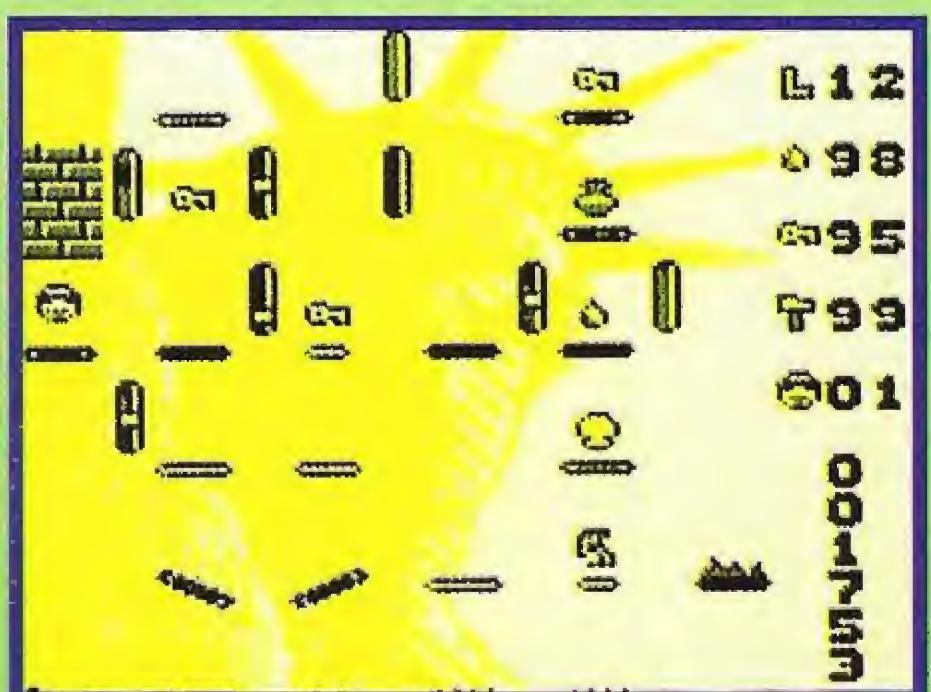
GORE 5 MIKE 5 JASON 6 NIKOS 6

BANG FOR THE BUCK

8

THE LOWDOWN

The long-term challenge of *Cool Ball* is its strongest suit, as there are over 100 stages to pick apart and solve. It treads the line between action and strategy with great care. Its addictive qualities (and password feature) will get your brain working overtime.





PRICE: \$39.95

AVAILABLE: NOW

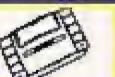
DIFFICULTY: MEDIUM

COMPANY: U.S. GOLD INC.

303 SACRAMENTO ST, 4TH FL.

SAN FRANCISCO, CA 94111

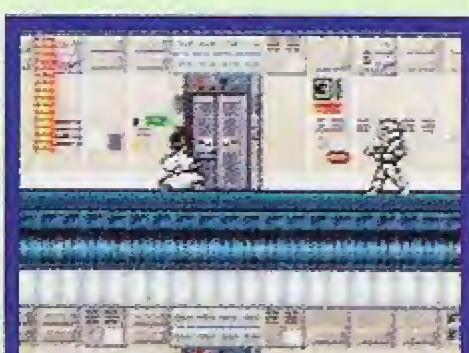
PHONE: (415) 693-0297



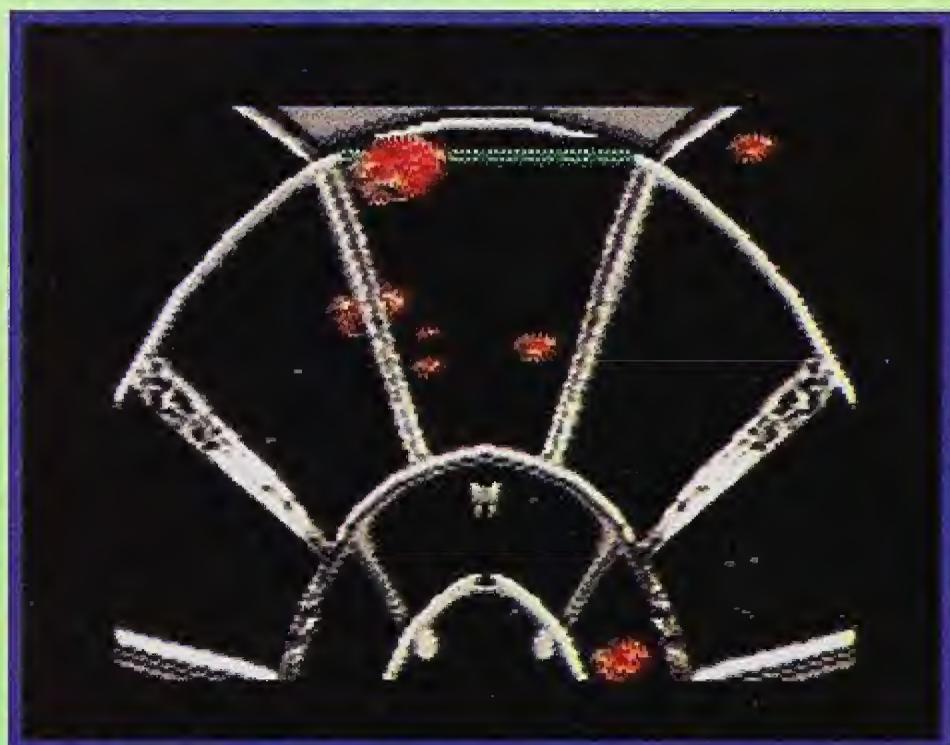
After a ton of *Star Wars* games on a lot of different platforms, I thought the film had been done to death as source material for a video game. Not so; this Game Gear interpretation from U.S. Gold is as fresh and interesting as the movie was back in 1977. I'd like to say that it follows the plot of the film—which would be a pretty predictable way to write a review—but the fact is, it *doesn't!* There are some interesting differences that kept me on my toes for the duration of the cart, and there are a lot of levels to play through.

Just check out the first stage for evidence of how different the game is: You start the game as Princess Leia, roaming through the halls of the doomed Rebel Blockade Runner as you search for R2-D2. This is a scene that made up just a few seconds of the film, yet it's been blown out to a full scenario in this version of the game.

The Game Gear *Star Wars* also skips some of the less interesting scenes on Tatooine to fast-forward and get the player involved in sneaking around the Empire's supreme battle station, the Death Star. Most of the action is standard run-and-jump



Use the Force to plow your way through *Star Wars* on the Game Gear.



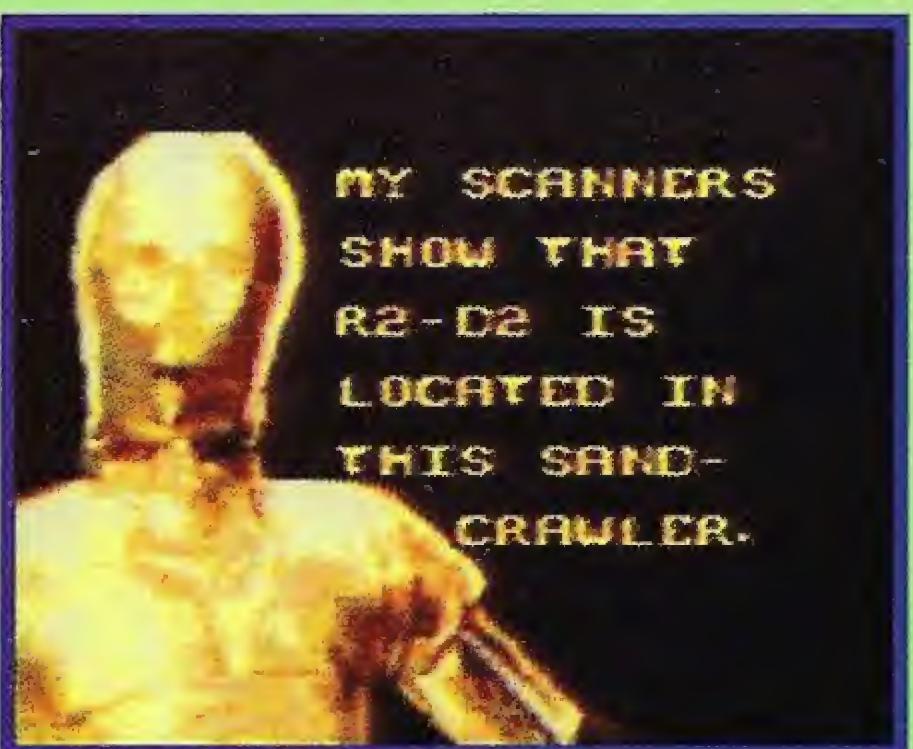
platform stuff with the player controlling Leia, Luke Skywalker or Han Solo, but there are a few exceptions; most notably, a great first-person sequence where you pilot Solo's *Millenium Falcon* through an asteroid field as it escapes from the Imperial Stormtroopers on Tatooine.

It's interesting to note that the game isn't afraid to rewrite the plot of George Lucas' screenplay for the sake of...well, in some cases, it appears to have been done for the hell of it! For example, when Artoo runs away from Luke's home, Luke chases after him and finds him deep in the bowels of the Jawas' Sandcrawler. (What were they gonna do, resell him and hope nobody noticed?) Later, Luke—not Ben Kenobi—deactivates the Death Star's tractor beam by jumping like

mad and blowing it up; none of this "sneak past the Stormtroopers and distract them with the Force" stuff.

Hard-core *Star Wars* fans may be offended by the liberties U.S. Gold has taken, but I thought they were pretty refreshing, sort of like a favorite photograph that's been taken from a slightly different angle.

—Chris Bieniek



GRAPHICS 8

The characters are not as realistic as I would have liked, but their cartoonish appearances make it easier to see them on the Game Gear screen. Cool digitized photos in the intermissions, too.

SOUND/MUSIC 8

The game steps out on a limb by offering "interpretations" of the tunes from John Williams' original score for the movie; there's even a "techno" version of the *Star Wars* theme. Seems a bit sacrilegious, but it really works!

PLAYABILITY 6

The only area in which the game really suffers. Jumping is a bit unpredictable, and there are too many areas where one false move will send you plunging back to the start of the stage.

EDITORS' RATINGS

GORE 8

MIKE 7

JASON 6

NIKOS 9

BANG FOR THE BUCK

THE LOWDOWN
Star Wars fans with Game Gears can't afford to miss this one; the music and unexpected plot twists keep it from looking like a predictable clone of every other *Star Wars* cartridge. Those who aren't familiar with the characters and story line may not be as thrilled with the platform-jumping and weird controls, but it's still well above average for the Game Gear.



PRICE: \$39.99

AVAILABLE: OCTOBER

DIFFICULTY: EASY

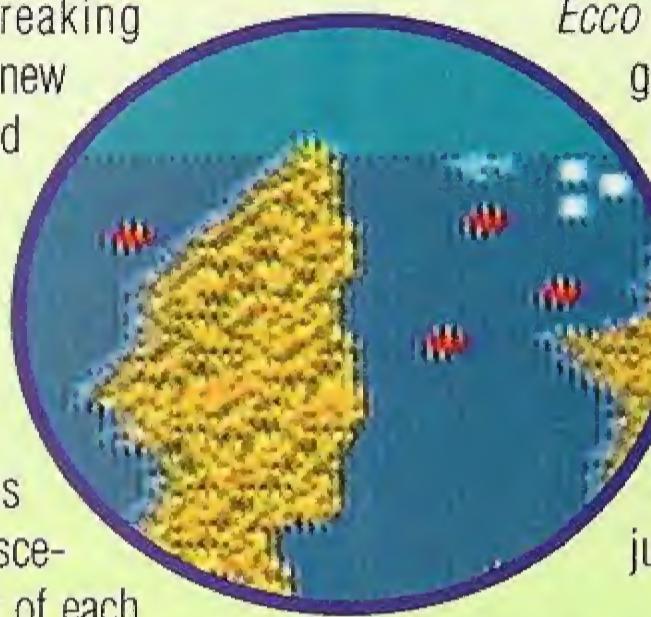
COMPANY: SEGA OF AMERICA, INC.
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065

PHONE: (415) 508-2800

If you thought you'd seen enough of Sega/Novotrade's groundbreaking *Ecco the Dolphin*, think again: This new Game Gear version isn't the distilled clone you might expect it to be. Sure, it's been stripped down for an 8-bit architecture, but the key elements of the original—and I do mean *original*—have been left intact. There's also a new set of levels and puzzles to solve; many of the scenarios are the same, but the layout of each stage is quite different.

It's a tougher game than the original, too, and it's not because the controls are less responsive; the enemies don't seem to "line up" with your snout the way they do on the Genesis, so it's not as easy to attack them dead-on. That's OK, though; making *Ecco* more challenging does not make it more frustrating. It just makes it last longer, which is a good thing if you're taking your Game Gear on a long trip.

Novotrade's fascinating *Ecco the Dolphin* comes to the portable scene, courtesy of Sega.



Come to think of it, that's the best thing about *Ecco* on the go: It's perfect for portable gaming. It doesn't try to overwhelm the player with a lot of flashy effects and gimmicks that would be better suited for the big screen. It's subtle and cerebral; a thinking man's action game for those who appreciate the fact that the Game Gear is not just a toy.

—Chris Bieniek

**GRAPHICS**

8

Not much detail in the backgrounds, and some of the enemies are a bit too crude-looking. Still, the animation of the main character is smooth and attractive, and there's a lot of variety between the different stages.

SOUND/MUSIC

8

While the Game Gear's sound drivers can't quite come up with the "new age" atmosphere of the Genesis soundtrack, the sound effects are very similar—and there are some incredible digitized samples of real dolphin sounds at the start of the game.

PLAYABILITY

8

The controls feel exactly like the Genesis and Sega CD versions of the game—great news for fans of the original, since the unique movements are a key element of the game's success on both platforms.

EDITORS' RATINGS

GORE 8

MIKE 7

JASON 8

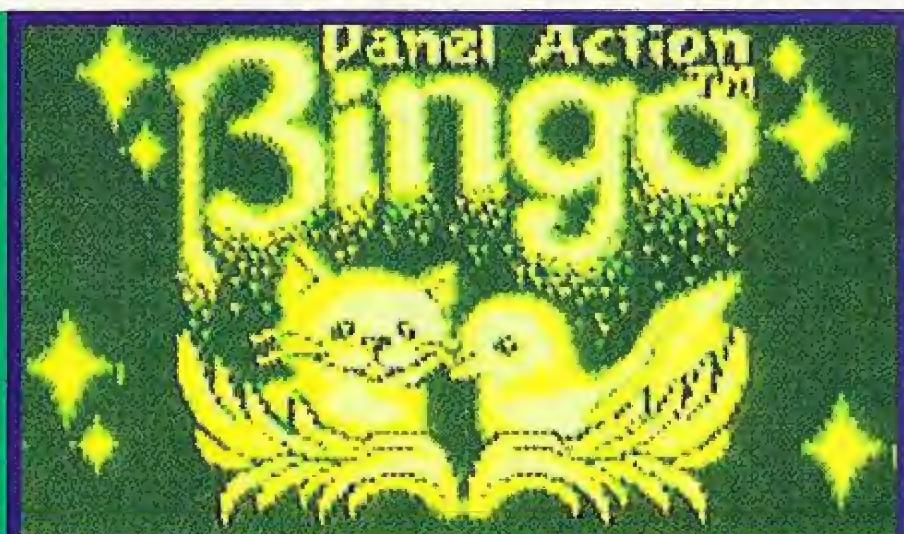
NIKOS 7

BANG FOR THE BUCK

8

THE LOWDOWN

Ecco the Dolphin is a highly playable, truly memorable video game experience, and this Game Gear version is more than just a rehash of the existing *Ecco* games. Forget about the fact that it's an 8-bit portable game! It's got new levels and different puzzles—the only things that are the same are the addicting gameplay and personality.



PRICE: \$28.99
AVAILABLE: OCTOBER
DIFFICULTY: MODERATE
COMPANY: FCI, INC.
 150 EAST 52ND STREET
 NEW YORK, NY 10022
PHONE: (212) 753-8100

Panel Action BINGO, the latest Game Boy puzzler, is a racing man's "Bingo." Your objective: To complete five panels either vertically, horizontally or diagonally—like the "Bingo" your grandmother plays at the church hall on Wednesday evenings. But there's no announcer calling out numbers here; in order to capture a panel, you (the bird) must locate and touch the next panel in sequential/alphabetical order before your opponent (the cat) scores "Bingo."

As you progress through the game, the levels become much more challenging. Your opponent gets faster and traps start to appear—if you happen to fall in a Black Hole, you'll lose one of your three chances. If there's a star on the board, you must go around it to get to the panels on the opposite side.

If you're lucky enough to survive four rounds with the cat, you can try your luck in a bonus stage that's strongly reminiscent of the "Whack-a-Mole" games you've played at Chuck E. Cheese's. There's also a two-player game where you and your friend race each other to try to capture more panels.

At the start of the game, you can choose to play with letters

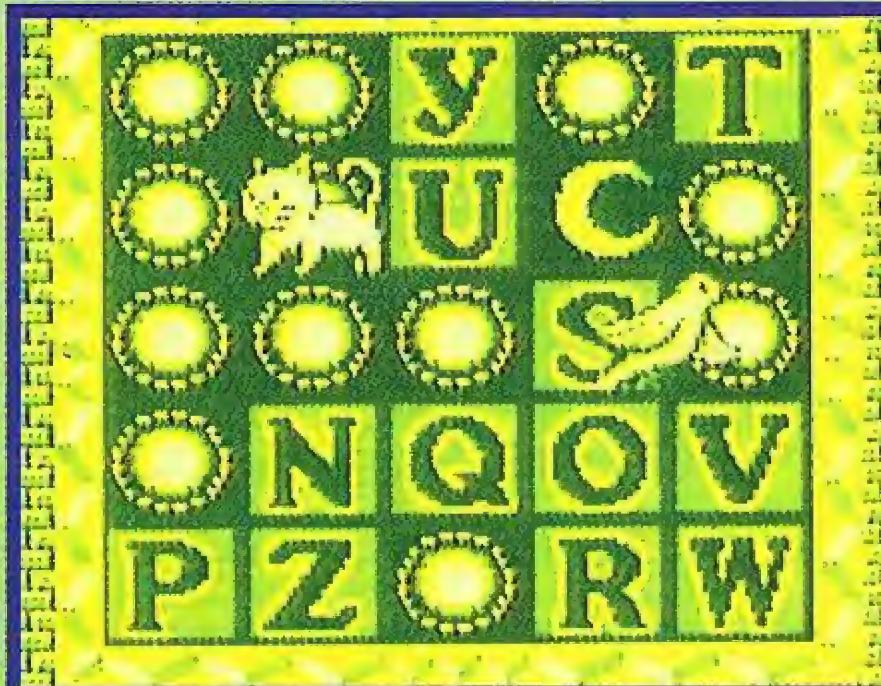
Race against your opponent, the cat, to capture the most panels in Panel Action BINGO.



or numbers, and there are other configuration settings to customize the level of challenge to your liking. The "Ice Stage" has you slipping and sliding around the screen and the "Hide" setting keeps the blocks invisible until you land on them.

Panel Action BINGO is so plain and simple that it's actually hard to describe—it's almost *Pong*-like. Some of the VIDEOGAMES editors had a hard time figuring out how to play it at first because it's so incredibly obvious that we figured there *has* to be more to it than this!

—Jason Wilburn



GRAPHICS 6

At first the game looks appealing and interesting. But as you progress through the different stages, you begin to realize: Hey, the graphics haven't changed since the first level!

SOUND/MUSIC 6

The sounds are not bad, but not great; they just don't grab you the way a soundtrack should. You'd think that a game with less-than-average graphics would shine in the audio department, but it's pretty standard stuff.

PLAYABILITY 8

This is where the game scores all of its points. Not only is there some thinking involved, but the frantic scrambling for panels makes it fun and addicting for fans of fast-paced action games.

EDITORS' RATINGS

CORE 6 MIKE 5 CHRIS 6 NIKOS 5

BANG FOR THE BUCK 6

THE LOWDOWN
 It's not really an educational game, it's not a strategy game, yet it's not quite an action game either. Panel Action BINGO is an extremely simple game, but the options and progressive levels of difficulty definitely make it a lot more challenging than you'd expect.

REVIEWS

COMPUTER REVIEWS

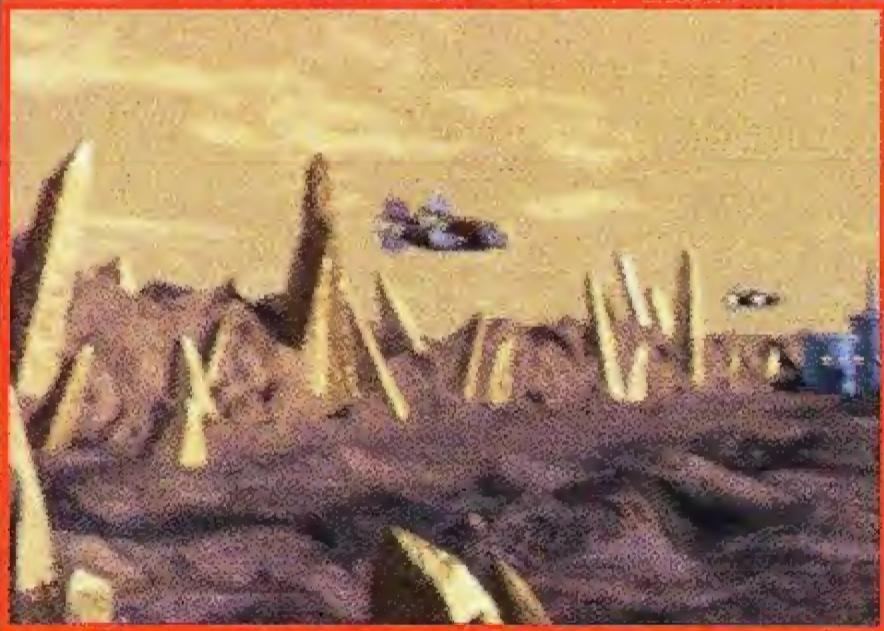
LUCASARTS

Version Previewed: IBM PC
Release Date: Late 1993

The staff of *VIDEOGAMES* went up to George Lucas' Skywalker Ranch to preview the new *Rebel Assault* game for Sega CD and the PC CD-ROM. The preliminary versions of the game we played looked and played great. Based on the hugely popular movies, this is the most advanced *Star Wars* game yet. It has 15 levels, completely done in stunning 3-D visuals. Digitized speech and original sound effects and music from the movies round out this 3-D adventure.

PREVIEWS

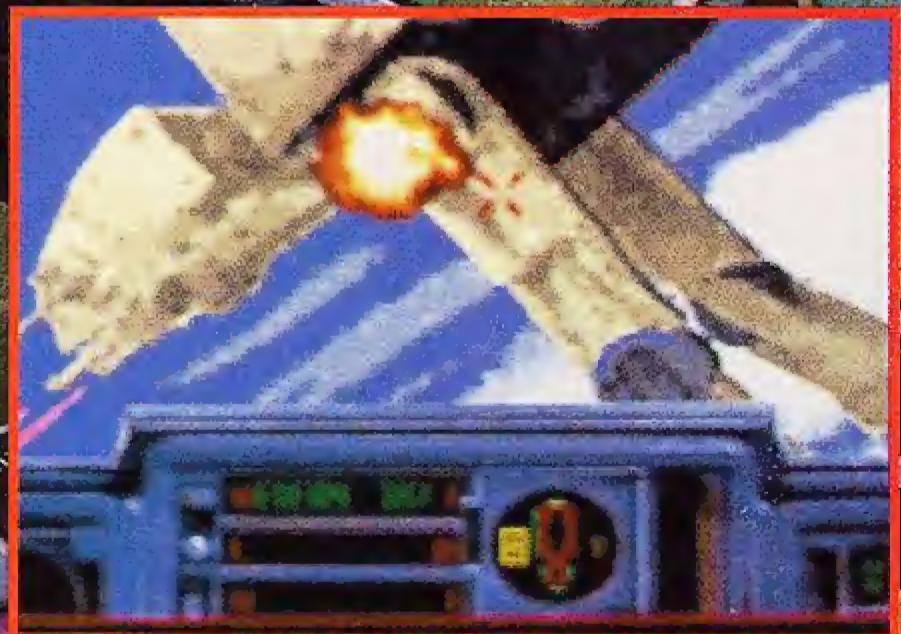
Rebel



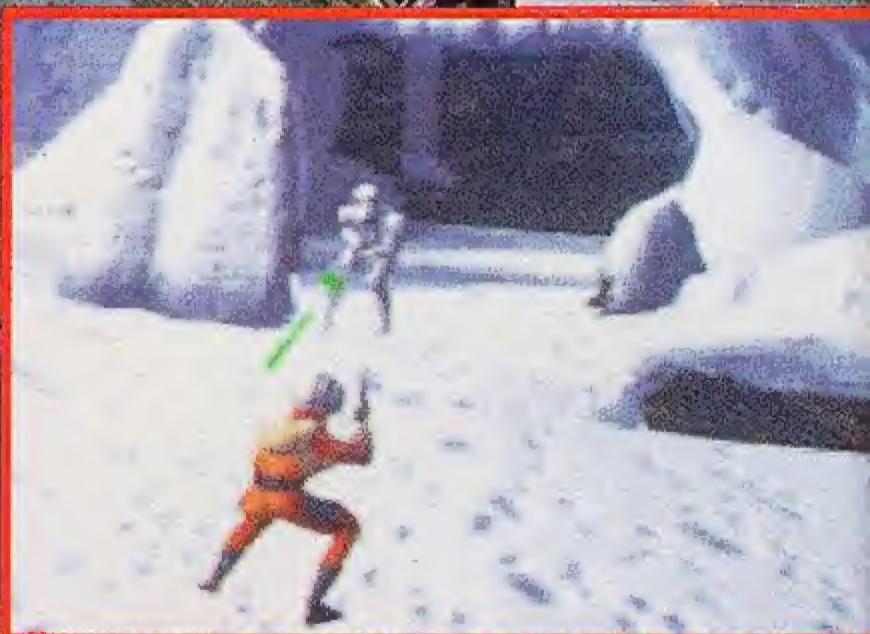
1. The first practice levels allow you to hone your flying skills in Beggar's Canyon on Tatooine.



2. With practice, you move on to flying an A-wing fighter through the crystal canyons.



3. Then it's on to Hoth, for a showdown between Rebel Snowspeeders and Imperial Walkers.



4. While on Hoth, you'll have to fight your way past Stormtroopers to get to your X-Wing fighter.

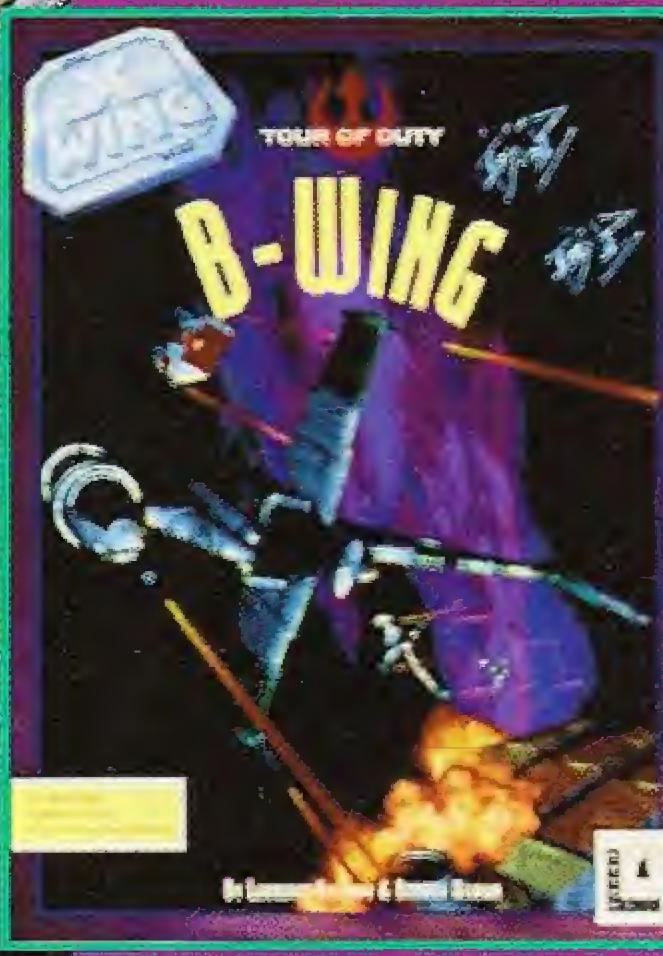
ASSAULT

PREVIEWS



5. After you've dealt with being chased through an asteroid belt by Tie Fighters, it's on to your final duel with Darth Vader and his menacing Death Star.

May the Force be with you!



B-Wing In Final Approach

Fans of the *X-Wing* and *Imperial Pursuit*, prepare yourself for B-Wing, the new supplement to LucasArts' *X-Wing*. A different ship means new strategies, missions, and maneuvers. Look for it in the Fall 1993.

A D V E R T I S E R I N D E X

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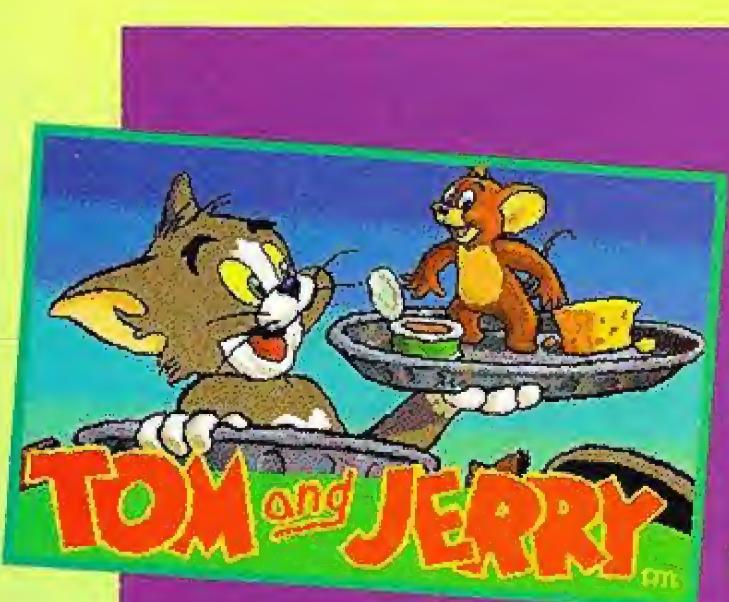
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Wolfpack for CD-ROM

NOVALOGIC

Version Previewed: IBM PC

This new CD-ROM version of the original game packs a lot more value for the punch, including additional missions. Players get a chance to travel back to World War II and command U.S. naval forces. Gamers must engage and defend against menacing Third Reich U-boats, or, if they prefer, they can command German vessels.



Tom & Jerry

HI TECH EXPRESSIONS

Version Previewed: IBM PC

In this new PC platform game based on the popular television cartoon, players become the riotous Jerry in an effort to outwit Tom. Jerry must also rescue his nephew Tuffy from a trunk in the attic.

There are five levels, or worlds, in the house that the gamer must complete, and each is filled with dozens of challenging obstacles. In the third stage of every level, you'll have to face off with Tom before you can rescue Tuffy. *Tom & Jerry* is targeted toward a younger audience.



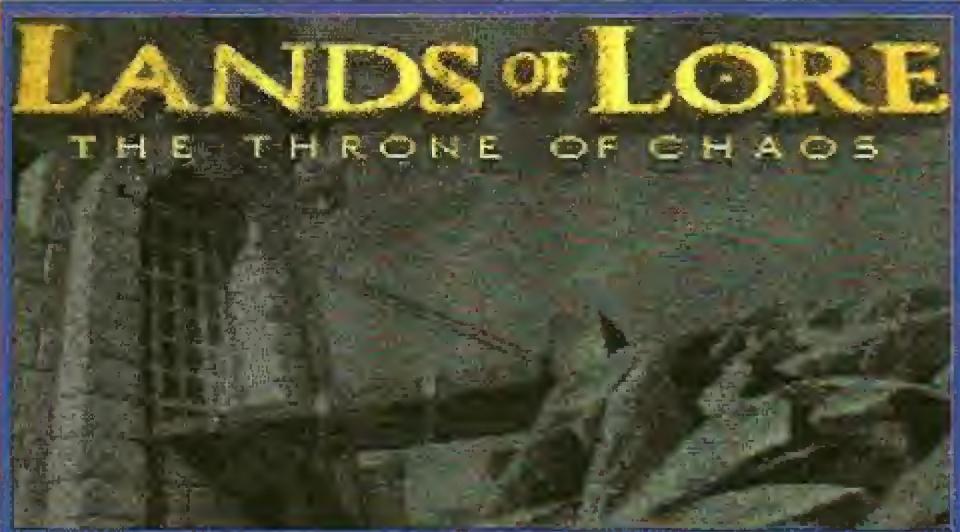
Street Fighter II

HI TECH EXPRESSIONS

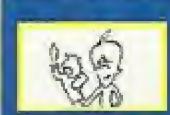
Version Previewed: IBM PC

VIDEOGAMES exclusively previewed the British U.S. Gold Amiga version of this game back in the June 1993 issue. Back then, we said that we weren't sure who would be releasing this game in the U.S. and when it would be available. Well, it seems that that honor has been bestowed upon Hi Tech. *Street Fighter II* will be part of that company's new Game Greats line of entertainment software and will be available by the time you read this.





PC



PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: NOVICE

COMPANY: WESTWOOD STUDIOS/VIRGIN
18061 FITCH AVENUE
IRVINE, CA 92714

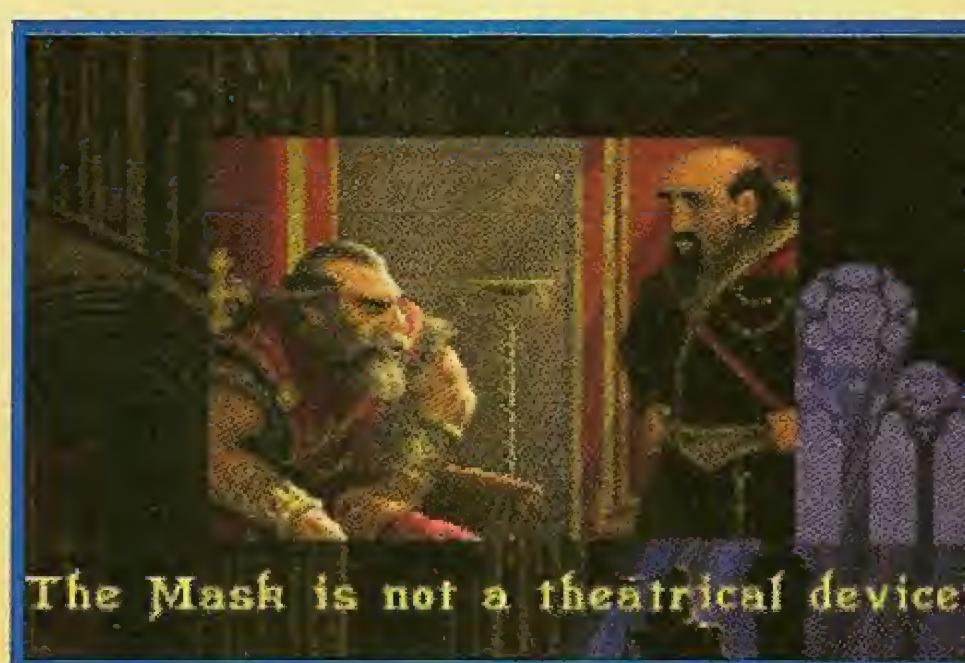
PHONE: (800) VRGIN07

Westwood Studios, the original creators of the popular *Eye of the Beholder* series, is back with an all new adventure in a land far removed from the TSR/SSI banner. *Lands of Lore*, the first in a new series of real-time, 3-D role-playing games, puts you in the kingdom of Gladstone to do battle with Scotia, the wicked witch who has made off with the pow-

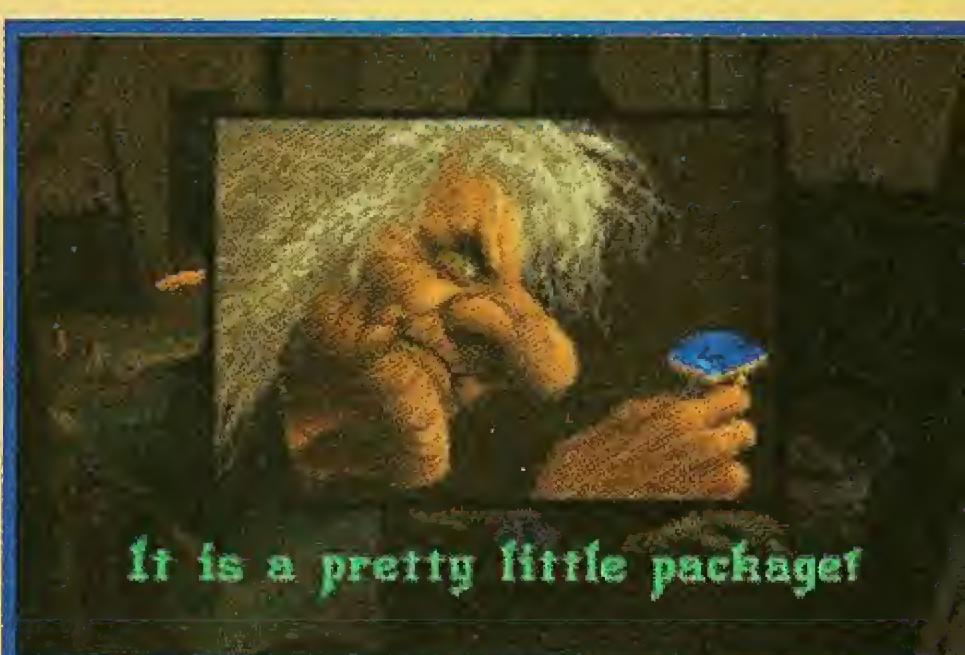
erful Nether Mask. Summoned by King Richard, four champions step forward to claim the quest. Choosing which one you'll control, you finally set out on your journey and find nu-



Can you guess which noted bar patron this NPC is obviously modeled after? Hint: It ain't Sam Malone.



The Mask is not a theatrical device



It is a pretty little package!

THE BRAND NEW VIDEOGAMES REVIEW SYSTEM!

SYSTEMS

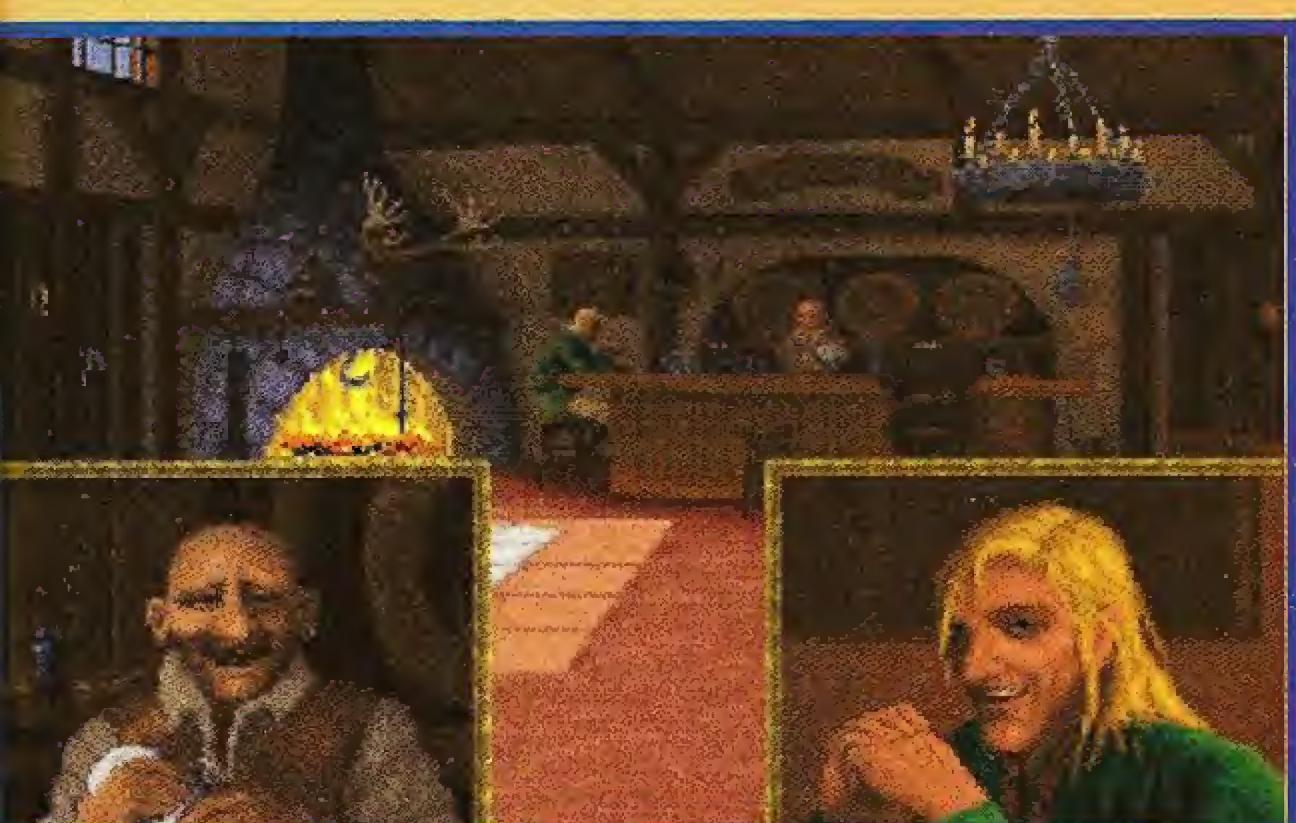
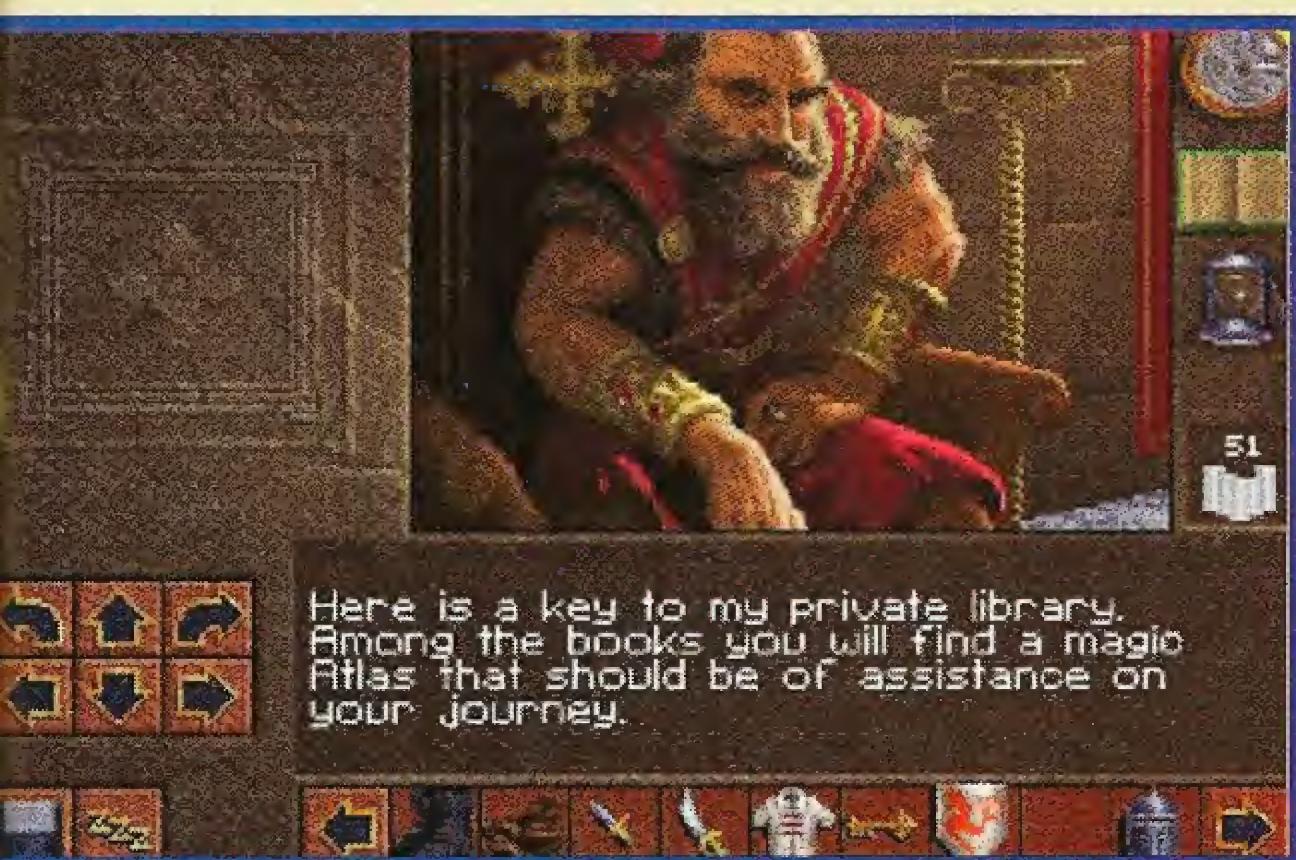
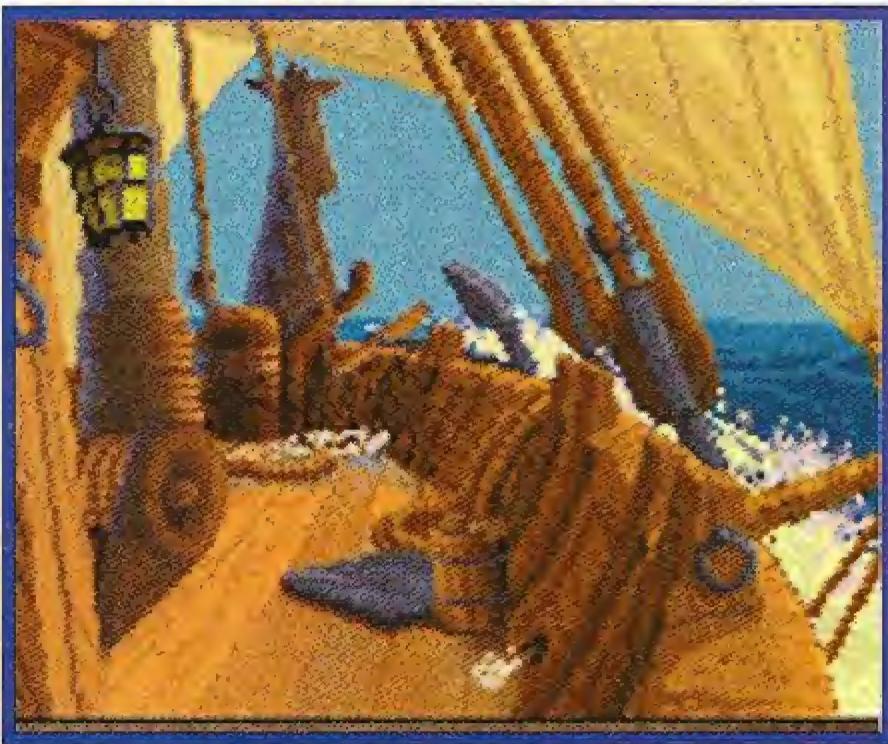


MEDIA



GENRES





GRAPHICS 9

Wonderful animation and artwork are the trademark of Westwood Studios. You'll get a kick out of the animated skeleton found in the Urbish mines, who proceeded to startle me when he moved.

SOUND/MUSIC 9

A beautiful soundtrack, but even more impressive are the many digitized sound effects. Just a small problem: there's no ability to use a dual sound-board setup.

PLAYABILITY 8

Westwood took the knowledge they gained from the *Eye of the Beholder* series and came up with a far more playable game as a result. The only thing wrong is that the manual fails to mention important keyboard shortcuts that can be done through the function keys.

EDITORS' RATINGS

GORE 88	MIKE 88	CHRIS 88	NIKOS 88
---------	---------	----------	----------

BANG FOR THE BUCK 7

Just right for beginners, but veterans might find it on the easier side and may finish it sooner than they might have guessed for a game that takes 22 megs on your hard drive.

THE LOWDOWN

I can't imagine anyone who wouldn't enjoy this game. Lots of areas to explore, and numerous quests to solve are what makes CRPGs so fun to play. *Lands of Lore* might not be wholly original, but it's definitely a fun place to visit.

merous companions to aid you on your quest.

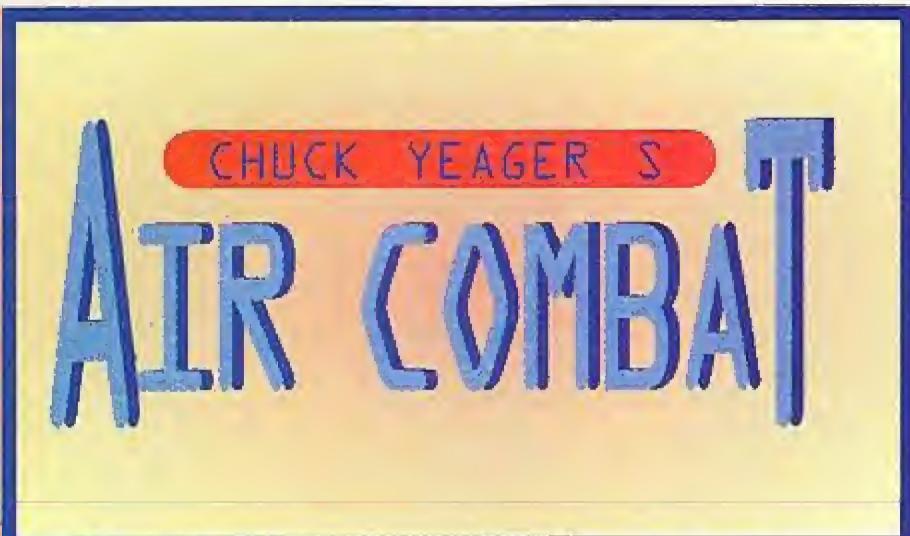
Presented in a first-person perspective, you begin to scour the lands in search of key quest items that will help you fulfill your goal. The mouse is used extensively for interaction with the game, and it's not unlike a session under Windows. Just point and click to areas on the screen, and you can grab items found on the ground or gather more information through the many static screens that double as NPC interaction situations. For instance, buying a weapon from a smithy isn't done through a scrolling menu; you actually click on the picture of a sword next to the smithy and he'll suggest a price which you can accept or reject. *Lands of Lore* goes out of its way to simplify just about everything you can do in the game.

Unlike other games of its type, *Lands of Lore* presents a vast kingdom to explore, with travel taking place through forests and swamps, to darkened mines, abandoned castles and even a small town.

Though the maps are generally on the smaller side, the many regions to explore make up for the lack of size in the individual regions. A wonderful automapping feature is also included that not only tracks progress, but is smart enough to mark key locations and entrances to other areas. I usually make a set of redundant maps in games that feature automapping, but *Lands of Lore* didn't require that extra effort at all, which definitely leaves more time for playing (and enjoying), and less time given over to manual labor.

Lands of Lore may not have started the real-time sub-genre, but it definitely leads the way for others to follow.

—Danny Han



PRICE: \$N/A

AVAILABLE: NOW

DIFFICULTY: ADJUSTABLE

COMPANY: ELECTRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 944042

PHONE: (800) 245-4525



Give Your Joystick a Thrill.

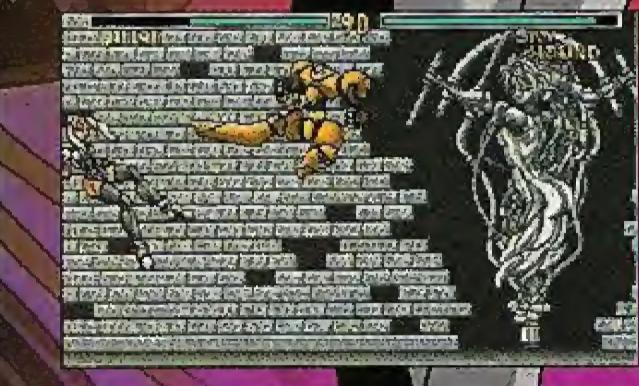
In the early 21st century, staged fighting has become a lucrative profession for female hardbodies, with dozens of legal arenas in the city. But for the leanest, meanest warriors, the real money comes from the illegal bouts held outside the city. It's the hottest day of the summer and you're baking inside a dilapidated warehouse. You — and your opponent — wear the latest in MECHA armor. The best fighting armor in the world.

METAL & LACE

THE BATTLE OF THE ROBO BABES

This won't be any picnic. With the intense heat and action, you'll both end up in less than full body dress.

It's dream babes in heavy armor battling for prize money — action packed, arcade style fun for your PC. But be warned — with its intense violence and voluptuous women, Metal & Lace: Battle Of The Robo Babes is for mature audiences only. And not for the faint hearted. Available now at your nearest dealer or call 1-800-258-MEGA. Or write Megatech, P.O. Box 11333, Torrance, CA 90510. Visa, Mastercard, checks accepted.



System requirements: 286-20 or faster machine (386 recommended) with 640K RAM, hard disk, joystick recommended. Operating Sys.: MS DOS 3.3 or above, Windows 3.1. Graphics compatible with VGA. Sound support: Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum, Adlib Gold and Speed Master.

NR-13

This game is not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 13.

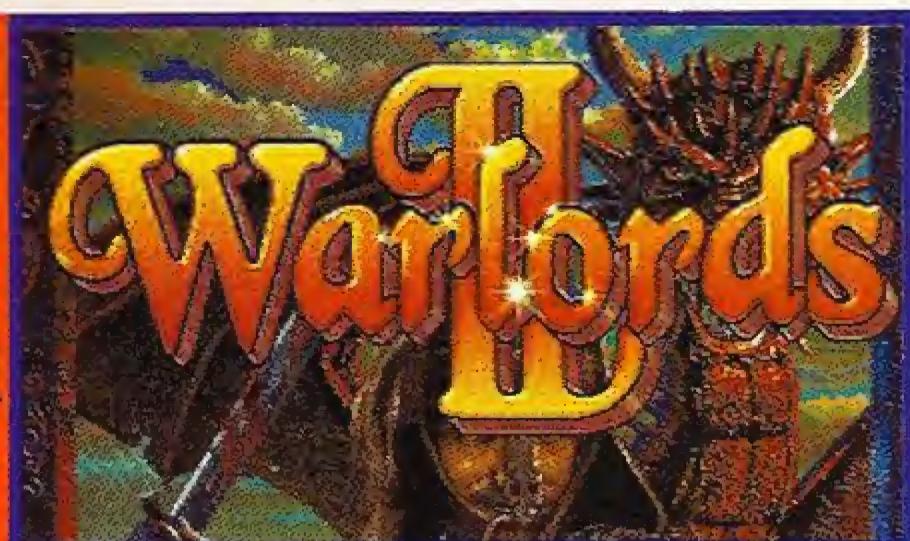
None of the games developed by Megatech Software has been rated by the MPAA.

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CIRCLE #114 ON READER SERVICE CARD.

MEGA TECH



PRICE: \$N/A

AVAILABLE: NOW

DIFFICULTY: MODERATE

COMPANY: STRATEGIC STUDIES GROUP
8348 MONTICELLO DRIVE
PENSACOLA, FL 32514

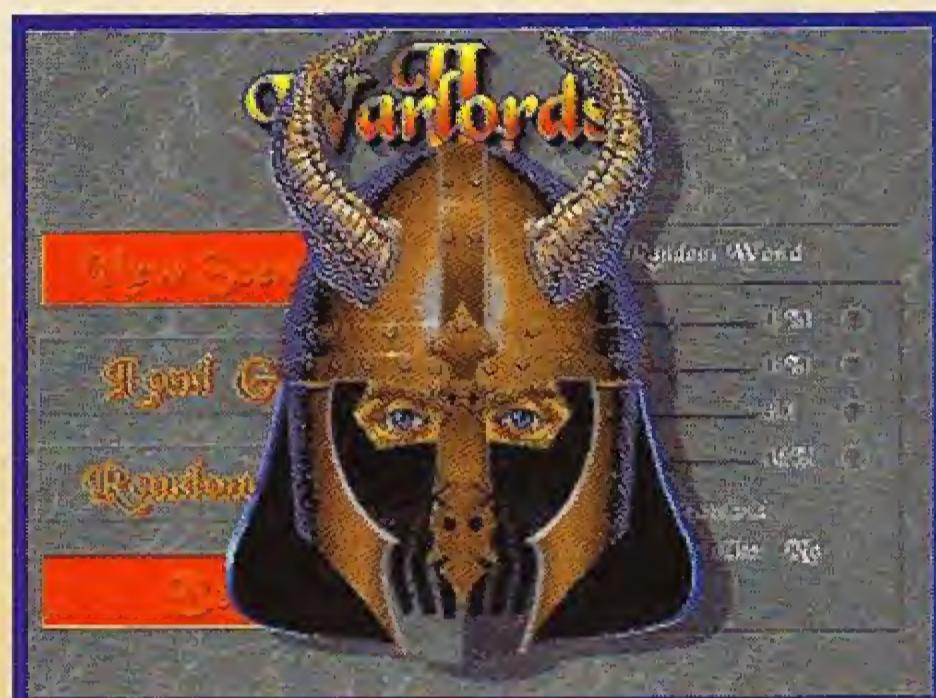
PHONE: (904) 469-8880



A sequel to SSG's best-selling *Warlords*, *Warlords II* improves upon the fantasy war gaming formula that made the original so popular. The premise is a simple one: Using every means at your disposal, you must marshal an army of brave men and fantastic creatures to conquer the lands of Etheria and unite them under one ruler—you.

Six predefined campaigns are included, ranging from a beginner's tutorial (with only six cities to conquer) to sprawling, continent-spanning scenarios with 80 cities, 40 ruins to explore and up to eight players. A random map generator is also included, allowing you to create new worlds on a whim. Regardless of which scenario is chosen, the goal is always the same: world domination. To reach that goal, *Warlords II* gives you a plethora of combat units, from the ordinary (human scouts) to the supernatural (demons and dragons). Every unit has a cost, with cheaper units being quick and inexpensive to produce and more powerful units—like Elephants and Pegasi—costing more gold and time to create.

Save the land of Etheria from the fell clutches of your enemies!



Moving those units about the *Warlords II* game world is facilitated by a polished point-and-click game interface, replete with on-line help and a computerized military advisor. Moving armies about the game map (which remains shrouded in blackness until scouted by your units) is accomplished by pointing on them and clicking where they should go, with a right click of the mouse giving a description of the object in question. All of these playing amenities come in handy when dealing with computer opponents; three computer difficulty levels are available, ranging from Knight (weakest) to Warlord (toughest). In addition, computer players can be assigned distinctive playing personalities, too.

Addictive as *Warlords II* can be, all is not perfect. Game play was slow on 386-based machines; even when running on a fast 486 machine, the computer often took a considerable length of time to finish each turn. Support for modem, serial-link and network play would be a boon, and a more detailed tactical combat option would appease the more hard-core elements of the war gaming crowd. In the final analysis, however, these are only minor complaints: *Warlords II* is simply too much fun to resist.

—Jeff James

GRAPHICS 7

High-resolution VGA graphics give *Warlords II* a polished look, and the artwork used is fresh and original.

SOUND/MUSIC 8

The unobtrusive background music is never tiresome, and the digitized speech of the enemy warlord is first-rate.

PLAYABILITY 7

Although modem and network play would be welcome, *Warlords II* has more than enough playability. A random scenario generator and variably skilled computer foes give this game exceptional longevity.

EDITORS' RATINGS

GORE MIKE CHRIS NIKOS

BANG FOR BUCK 8

THE LOWDOWN
Minor gripes and quibbles aside, *Warlords II* is a highly playable strategy romp through a fantasy game world. A worthy and addictive successor to the original *Warlords*.

GATEWAY 2 HOMeworld



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: HARD

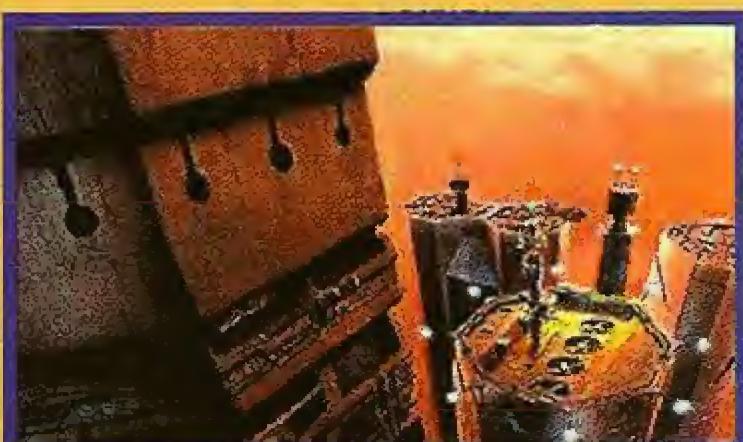
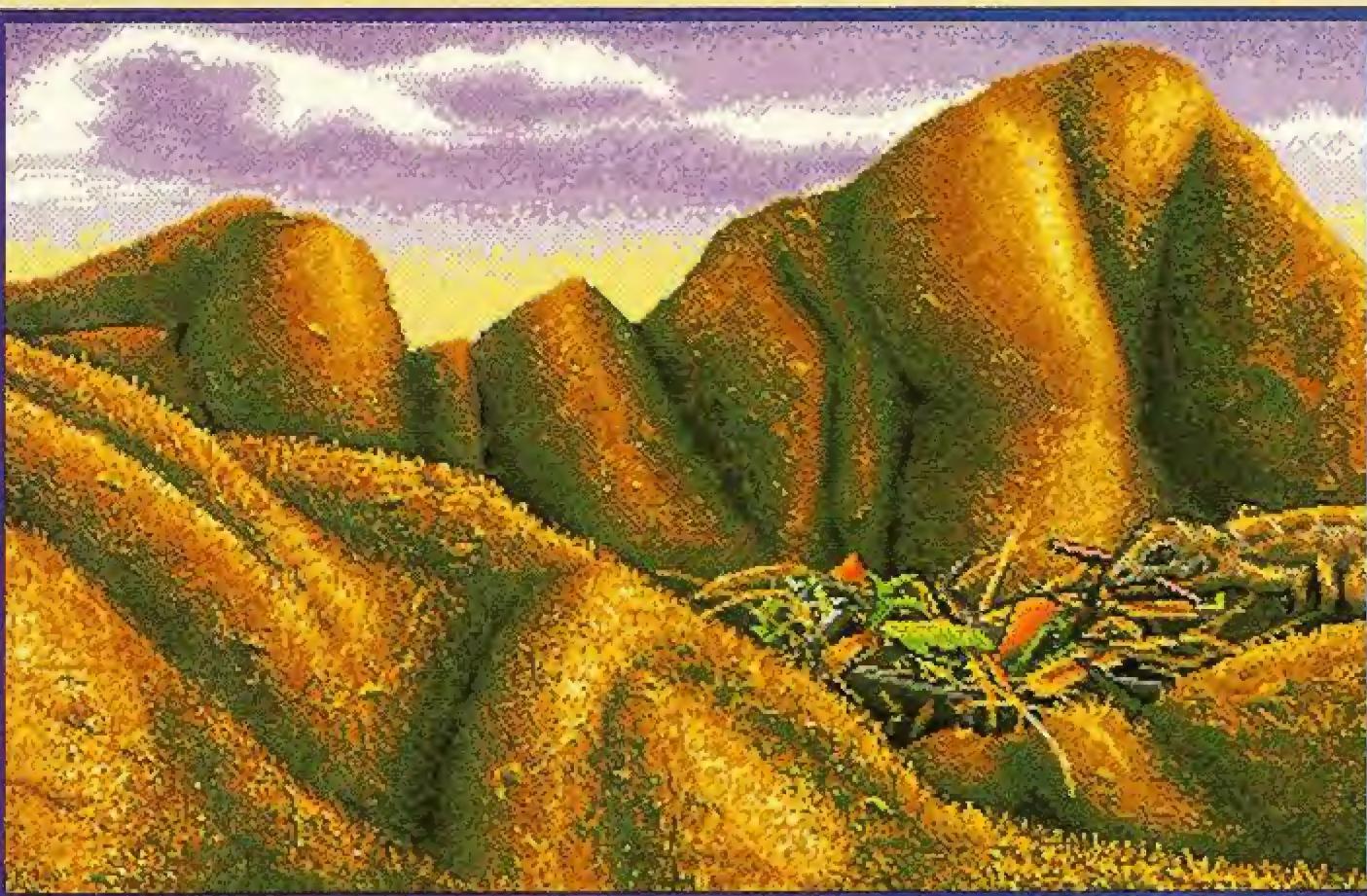
COMPANY: LEGEND ENTERTAINMENT
14200 PARK MEADOW DRIVE
CHANTILLY, VA 22021

PHONE: (703) 222-8500

Having a knack for getting things done, you're called to explore a gigantic starship waiting silently near Pluto. After a rocky trip across the solar system, you find that you're not the only one who has visited this ancient starship.

Gateway 2 relies heavily on its text-based parser to present the game world. Through the parser, the game world is both presented and interacted with. Much like a story, you'll read locations and descriptions word for word, as if reading a book. Then, to interact with the game, you simply type a sentence with your basic subject and predicate structure. Of course, with this type of attention to detail, *Gateway 2* has some very difficult puzzles to solve. Now, I didn't come across any puzzles that had solutions that didn't make sense, so that's a plus for any game that has a high difficulty level. I should note in all fairness that Legend does provide a hint book in the package, so getting stuck isn't such a harrowing experience.

Unlike the Infocom text adventures of late, *Gateway 2* doesn't confine itself totally to typing. The game sometimes makes use of the mouse for various key scenes (keyboard equivalents are also available). One particular example is the console room aboard the alien starship. A full-sized screen is brought up that depicts



the alien console. Pressing the on-screen buttons with your mouse brings up certain functions that make you feel as if you're actually using a computer console. This approach is definitely

Though largely text-based, Gateway 2 offers the ability to use the mouse for those more comfortable with the point-and-click approach.

easier on the player, and successfully bridges the gap between text adventures and those with a more contemporary approach.

If you're looking for a game that pushes the technological envelope, *Gateway 2* isn't necessarily it. No mesmerizing graphics or fantastic sound effects to knock you off your feet—just a great story and a very high difficulty level. If you can handle lots of typing and lots of puzzles, then *Gateway 2* is worth checking out.

—Danny Han



GRAPHICS 7

Hi-res, 16-color screens are well-drawn, but the lack of on-screen colors is evident. Key cut scenes done in 256 colors are beautifully rendered, but aren't all too frequent.

SOUND/MUSIC 6

Nothing particularly noteworthy, but neither is it bothersome. Digitized sounds, if only a few, would certainly have spiced things up a bit.

PLAYABILITY 7

The text parser is a dying breed that offers a certain flexibility not available through any other mode of interaction. *Gateway 2*'s parser is intelligent enough to understand even the barest sentence structures.

EDITORS' RATINGS

GORE 6 MIKE 6 CHRIS 7 NIKOS 6

BANG FOR BUCK 7

THE LOWDOWN
Only for serious adventurers who enjoy the aging parser system. Otherwise, if you're not into the touch-typing and lots of reading thing, you'll want to pass this one by.

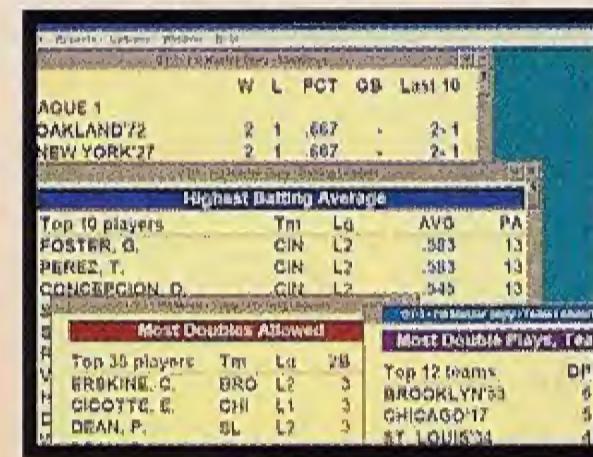
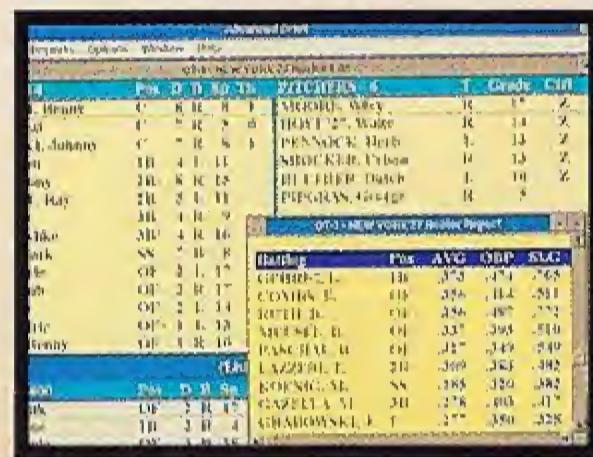
REVIEWS

PC

APBA BASEBALL FOR WINDOWS

Now here's something you don't see every day—a baseball game for the *Windows* environment. A collection of four integrated programs, *APBA Baseball for Windows* (BBFW) lets you manage a team, draft players or design a complete league to your own specifications.

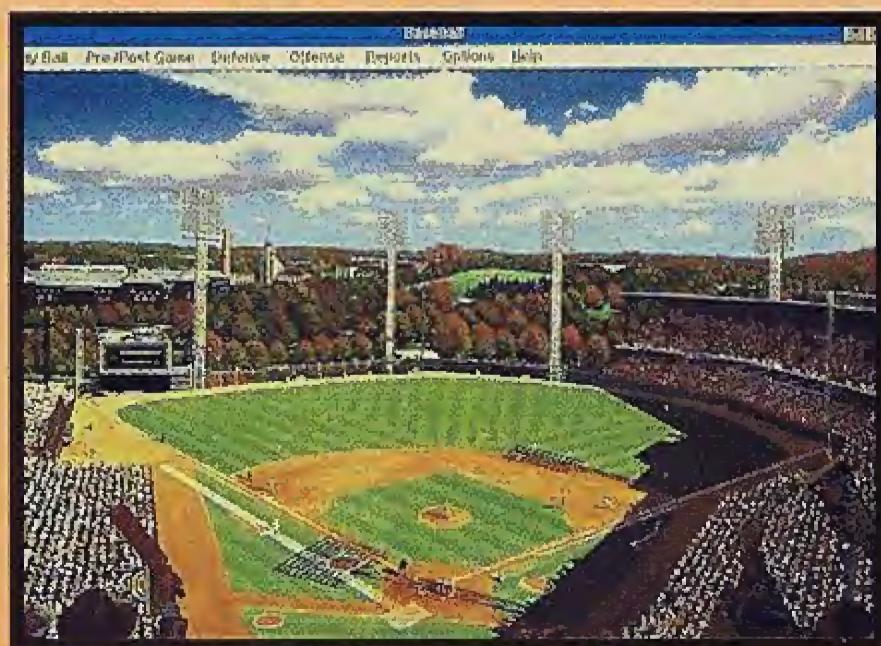
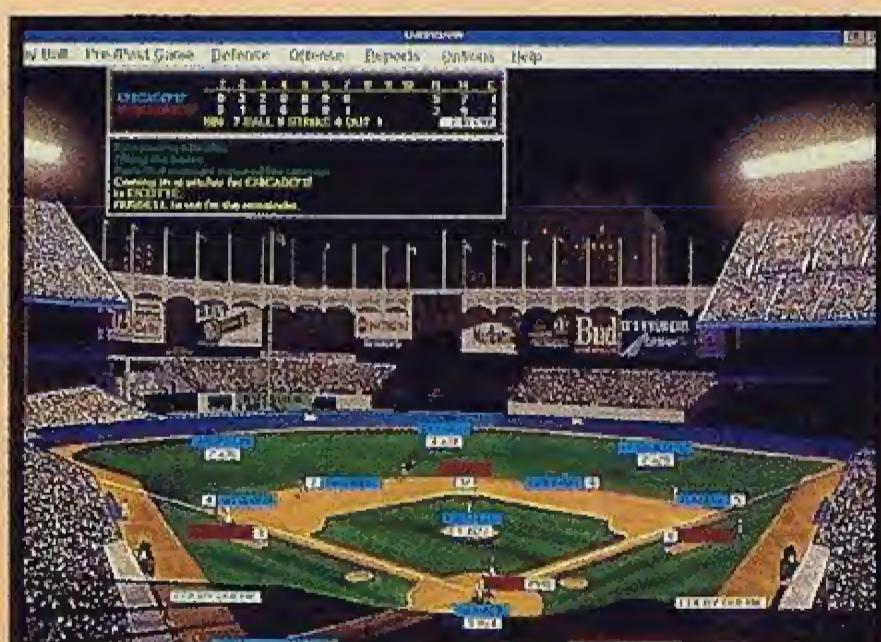
The main program is the actual game simulator, which lets you watch games in Spectator Mode, play



against the computer, play against a friend or manage both teams and play yourself. The game comes with 20 different teams, ranging from 1905 to 1982, and features four ballparks. It's compatible with previously released *APBA* team disks. The Stat-Master program lets you view or print statistical player performance tables, league standings, team reports and leader boards. The Advanced Draft lets you manage your league. You can create and edit leagues, team rosters and player lists. The final program, the League Manager, lets you create and maintain season schedules for your league and simulates player fatigue and injury during the season.

The graphics in BBFW focus on one thing: the ballparks. Three of the fields are exquisitely rendered in 256-color day and night versions,

BBFW uses a heavy statistical base that allows you to create and manage teams.



PRICE: \$59.95

AVAILABLE: NOW

DIFFICULTY: HARD

COMPANY: MILLER ASSOCIATES

11 BURTIS AVE., SUITE 200
NEW CANAAN, CT 06840

PHONE: (800) 654-5472



GRAPHICS

6

While the display is colorful and easy to understand, I was disappointed that there was no animation of any kind, not even a graphic of a player on the base instead of just the name.

SOUND/MUSIC

5

Limited to national anthems and your *Windows* system sounds, which signal when you need to do something.

PLAYABILITY

8

easily—double.” Hooper's name will then be superimposed over second base on the picture of the ballpark.

BBFW puts all of *Windows*' bells and whistles to good use, making even the most complex features of the game easy to use. An icon bar lets you easily make your managing decisions with a click of the mouse. One of the interesting things about running in a multitasking environment is that you can load multiple copies of BBFW and play several games at once. BBFW's incredible statistical depth and tightly integrated League, Stat and Draft programs make it one of the best of the genre; some animation and sound in a future release could broaden its appeal beyond the die-hard simulation fan.

—Jeffrey Tschitsch

EDITORS' RATINGS

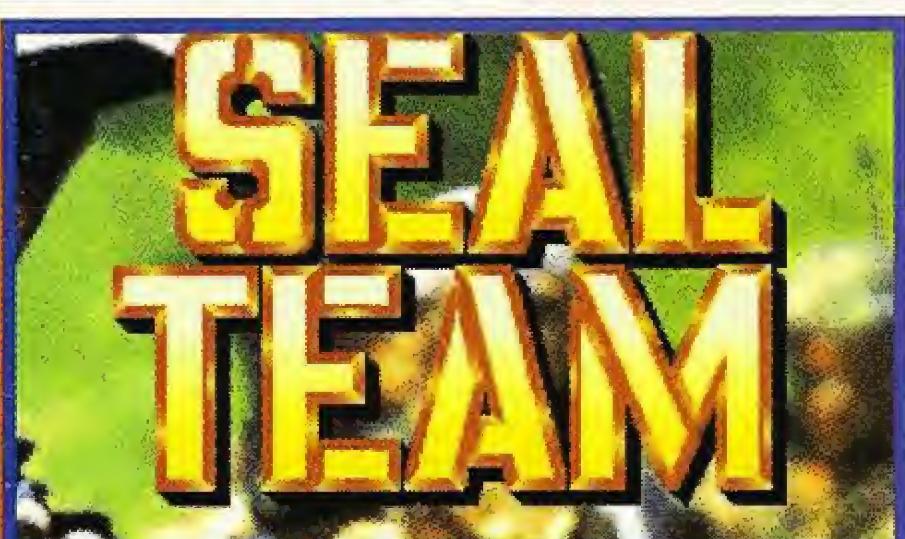
GORE  **MIKE**  **CHRIS**  **NIKOS** 

BANG FOR THE BUCK

6

THE LOWDOWN

BBFW is a baseball simulator in the strictest sense; there's nothing here for arcade fans. If you're a die-hard baseball fan that's into stats then this is the computer game for you.



PRICE: \$N/A

AVAILABLE: NOW

DIFFICULTY: HARD

COMPANY: ELECTRONIC ARTS
1450 FASHION ISLAND BLVD.
SAN MATEO, CA 94403-7578

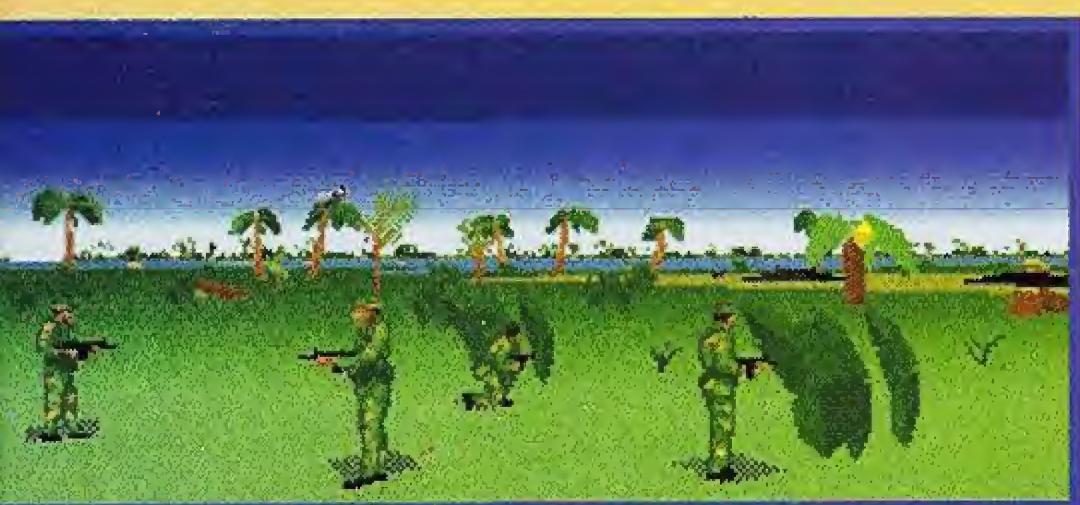
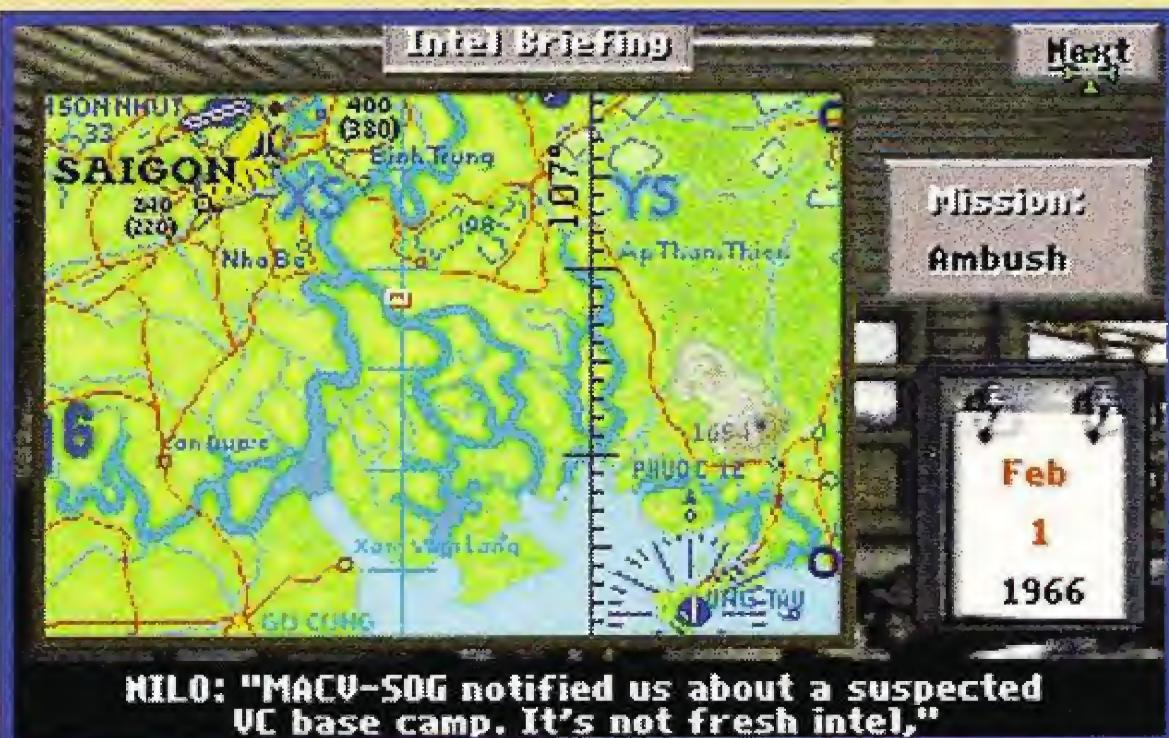
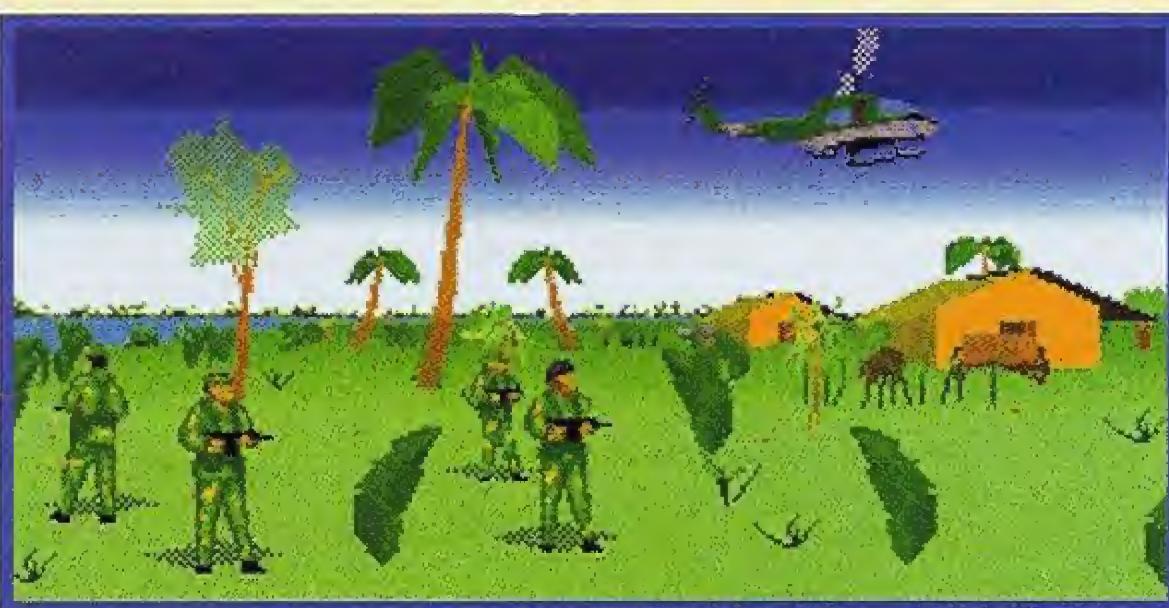
PHONE: (415) 513-7541



SEA Team puts you in command of four NAVY SEALS involved in a long campaign during the Vietnam War. Eighty missions provide the backdrop for the engaging campaign, but you're free to practice any you wish through a practice session. When you're ready to tackle the campaign, you'll have your chance to receive commendations and promotions through the many missions that range from patrols and ambushes, to rescue attempts and demolitions. A total of six mission types are divided among the eighty missions provided, giving you a variety of goals to accomplish during the course of your campaign.

SEAL Team isn't very difficult to learn, since controlling the movements of a virtual human tends to be pretty straightforward. Push forward on the joystick to move through the jungle, and press the button to fire at the selected target. What's difficult is the actual planning that goes into pulling off a mission successfully. Crash straight

into a village and chances are you'll be history as VC troops open up firing from hidden trenches and buildings. It's not too difficult to understand



Keep an eye out for VC ambushes and the many diabolical traps set up to foil nosy commandos.

why, then, the game's pace is so slow. Being cautious and learning to avoid heavy gunfights is what makes SEAL Team a simulator, and not a glorified shoot-em up. And that's where this game will find its audience: not with the *Wolfenstein 3-D* junkies of the '90s, but with the calculating gamer who enjoys more than just lobbing frag grenades all over the place and going home with a really high score.

—Danny Han



GRAPHICS

7

Not exactly the cutting edge of 3-D technology, but coupling bitmapped graphics with filled vectors isn't something you see too often in more serious simulators, so it's a refreshing change of pace. Too bad these cyber-jungles aren't as tangled as the real ones they're modeled after.

SOUND/MUSIC

7

No riveting music to knock you off your chair, but the digitized sounds will certainly capture your attention. Not only are they cool to hear, you'll also have to pay careful attention to them since they signal the various situations that occur during the course of a mission.

PLAYABILITY

7

It's not too difficult to figure out how to control your commandos or what keys you need to press in order for your unit to carry out specific orders. The numerous missions are no pushover, as often you'll come across a mission that requires several attempts before you'll succeed in completing it. Definitely an exercise in patience.

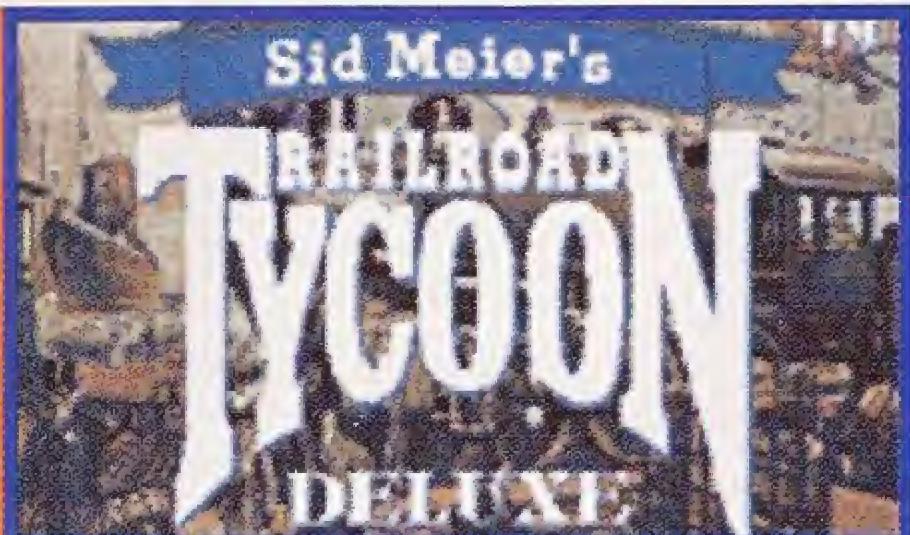
EDITORS' RATINGS

GORE 80 MIKE 90 CHRIS 80 JASON 7

BANG FOR THE BUCK

8

THE LOWDOWN
SEAL Team takes the little-seen genre of ground combat and puts it into the familiar setting of 3-D graphics. Players who enjoy calculating tactics, along with occasional bursts of intense ground fighting, will certainly find SEAL Team money well spent. Players looking for shoot-em up action exclusively will be slightly disappointed by its subtle leaning towards the tactical.



PRICE: \$59.95

AVAILABLE: NOW

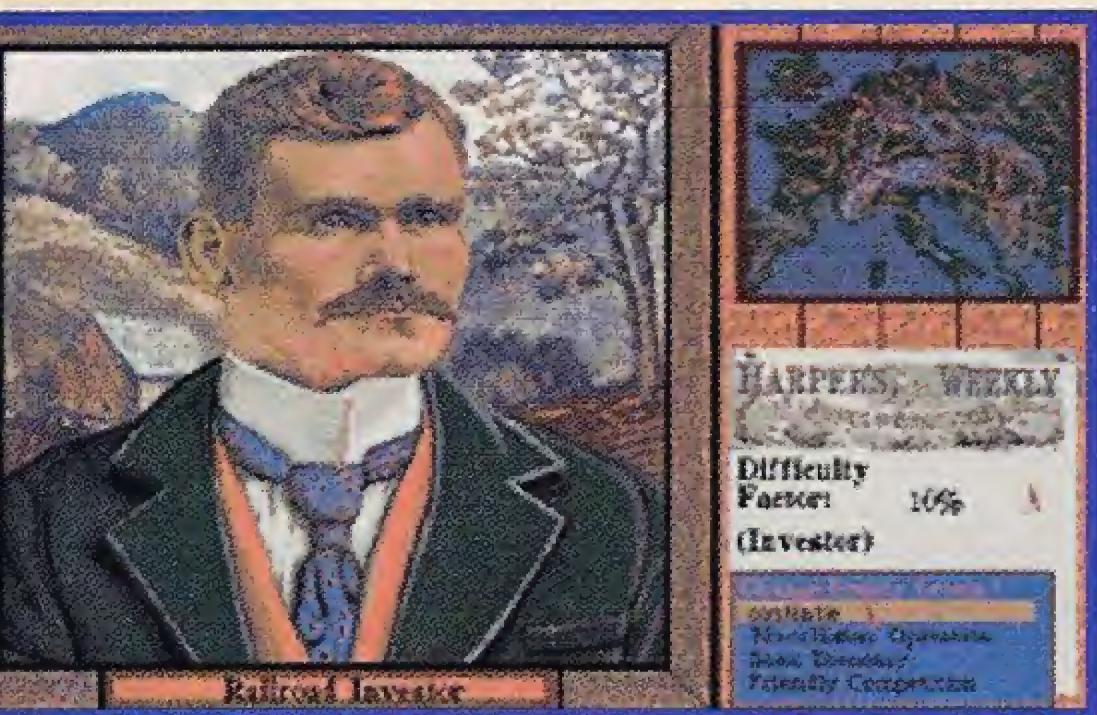
DIFFICULTY: MEDIUM

COMPANY: MICROPROSE
180 LAKEFRONT DRIVE
HUNT VALLEY, MD 21030

PHONE: (410) 771-1151



Railroad Tycoon Deluxe, an enhancement over the original by Sid Meier (of *Civilization* fame) is more than just a playground for building railroads. You control not only the construction and operation of the trains, but the stock purchases and investments to keep the business on



Railroad Tycoon



TIP: For an extra \$500,000 hold F1 and press the dollar sign (Shift-4).

its feet. Prove yourself to be as competent a businessman as the likes of J.P. Morgan, and you might land yourself a job as President of the United States.

Railroad Tycoon Deluxe offers a multitude of scenarios for play by including four major locations: North America (further broken down into East and West), Europe, South America and Africa. All contain precise geographical locations, complete with respective towns and cities, as well as natural resources unique to these locations that can be exploited to in-

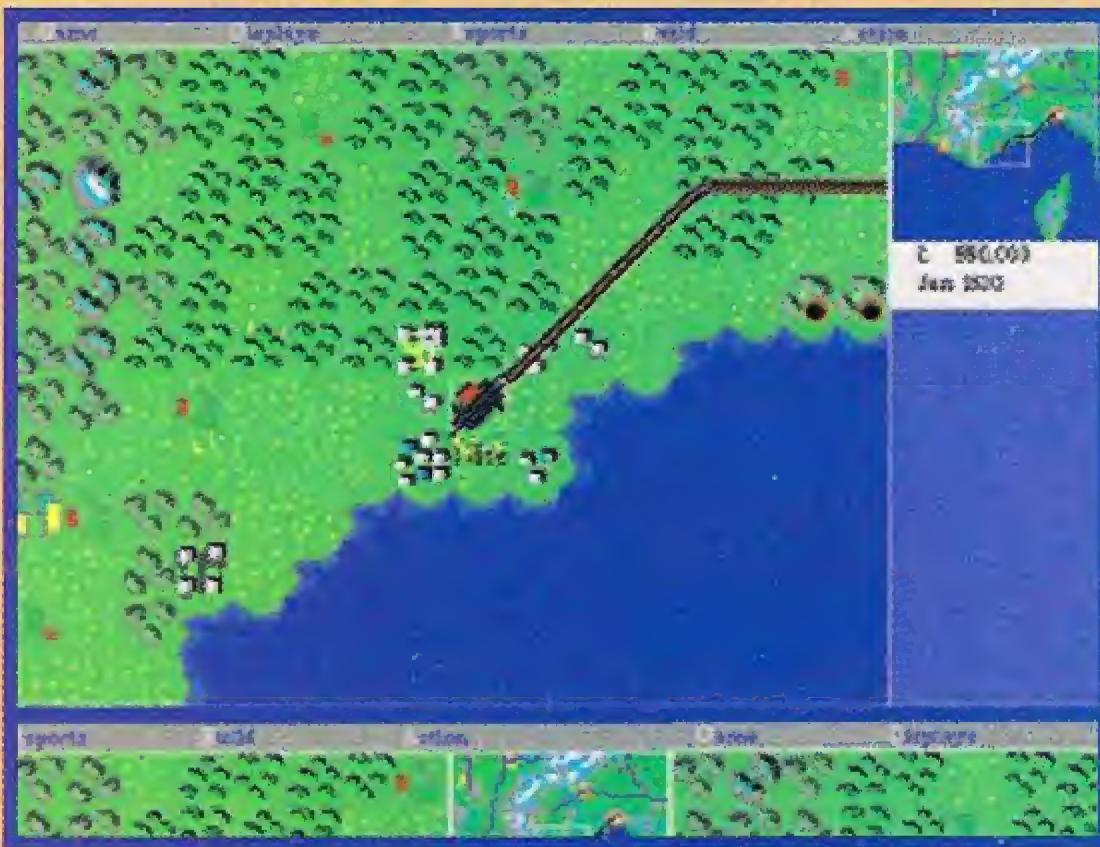
crease revenue and power against competing railroads. The 170-page manual is well-written, but one major complaint must be addressed. It is a simple reprint of the manual from the original game, which included a tutorial chapter for learning the ropes. Unfortunately (and without explanation anywhere), the tutorial itself was removed from the game, leaving players with no previous *RailRoad Tycoon* experience to fend for themselves. Not a good start for something that's a "deluxe" version of the original game. Fortunately, it's a very smooth ride the rest of the way.

In game time, you can take control up to 100 years, depending on the level of play. During the course of your career, many events can occur that can either hinder or bolster your progress in the railroad industry. Hostile takeovers from competing railroads can occur if stock purchases exceed a certain percentage, or devious tactics such as blocking

competing routes with your own railroads are just as effective. Though *Railroad Tycoon* only allows solo play (a two-player game would take far too long), it does offer a suitable amount of challenge, as the computer assumes control of the countless competitors out to make a name for themselves.

Railroad Tycoon is a highly involved simulation that will keep you engrossed for countless hours. A great escape into a bygone era, *Railroad Tycoon* manages to teach as well as entertain.

—Danny Han



GRAPHICS 7

Not exactly a graphical masterpiece, as the best graphics are limited to the static pictures that appear from time to time. Biggest complaint goes to the rather small typeface.

SOUND/MUSIC 7

Loads of digitized sounds, but the recording method really isn't necessarily the greatest. You can actually hear the clicking of each digitized clip as the sound starts and ends.

PLAYABILITY 8

A bit tricky at the start, no thanks to a tutorial that decided to go AWOL. Fortunately, the manual does a great job of explaining everything you'll need to know.

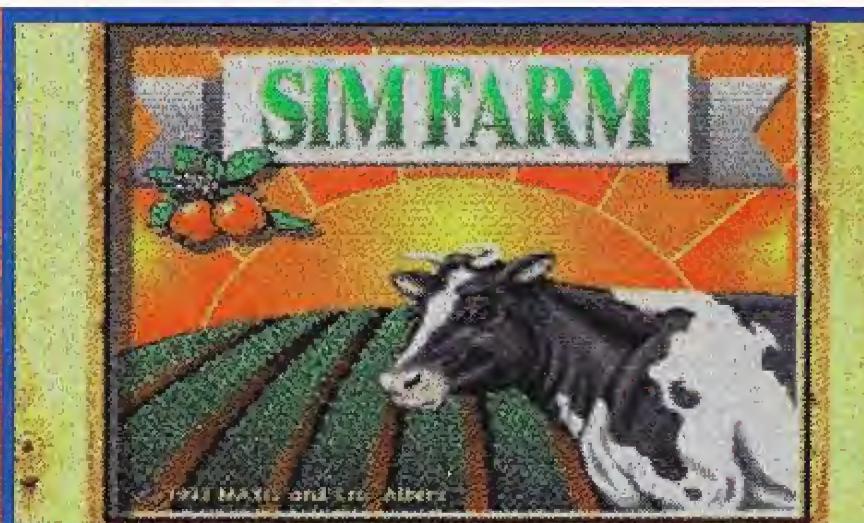
EDITORS' RATINGS

GORE 60 **MIKE** 60 **NIKOS** 60 **NIKOS** 60

BANG FOR THE BUCK 8

THE LOWDOWN
A game of immense scope that just so happens to be pretty easy to learn. So what if it doesn't score the highest in graphics or sounds; the game plays the thing, and this one is sure loaded with it.

PC



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O.K., just when you think you've seen all the *Sim* games that could possibly come into creation, we get hit with another title. And believe me, there are plenty more to come!

The game starts off with a map of the United States with a few squares highlighted. You can either select one of these highlighted regions or you can design one of your own, setting the topographical characteristics and climate attributes.

Once you've selected your homestead, the game goes to an overhead perspective of your currently barren farm. At this point, you begin to plow, plant and maintain your crop(s). Several different factors will have effects on how well your crops do (e.g., drought, winds, insects, etc.).

A predetermined amount of money at the start of the game will determine how much money you can spend on equipment, crop seeds, pesticides and fertilizers. You'll have to go easy on the spending until you can turn over a good profit from the sale of your crops. Somewhere on the map with your farm is a developing town. How large that town gets depends on how well your farm does.

SimFarm uses an icon-based menu system for its interface. Selecting an item brings up a window box with a load of information. After all these *Sim* games you'd think that Maxis would have smartened up and added an undo button somewhere on the menu bars, but no such luck, Bud. You make a mistake and there's no way to undo it without spending more cash.

The game's designers tough *SimFarm* is *SimCity*'s "country cousin" and country cousin it is—straight from hicksville (and I'm not talking about that town in Long Island). If you're into learning the fine intricacies of farming and the patience that it requires, then *SimFarm* might be your cup of tea.

—Mike Davila



Maxis' *SimFarm* is targeted primarily at owners of previous *Sim* games.

GRAPHICS 7

These graphics are nothing to write home about, but they are suitable for the material at hand. Maxis is successful at presenting the game graphically for its genre.

SOUND/MUSIC 6

Just as in the graphics department, not many bells and whistles. In fact you'll find the music down right irritating if you listen to it for too long and will probably shut it off as I did.

PLAYABILITY 7

You could say that *SimFarm* is as playable as the rest of the *Sim* games. If you're expecting for a lot of things to happen right away, you better try another game better suited to your speed.

EDITORS' RATINGS

GORE 7

JASON 6

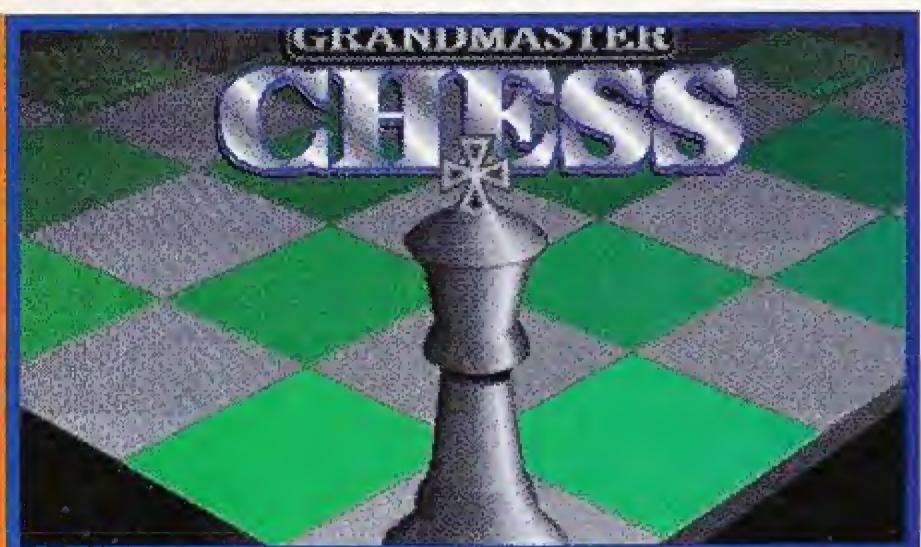
CHRIS 5

NIKOS 6

BANG FOR THE BUCK 7

THE LOWDOWN
 I'm starting to wonder if Maxis might be hitting the overkill target by introducing this title. But on the other hand, I can't wait for *SimCity 2000*. The problem with this game is that you really have to be a fan of these type of *sim* to get the most enjoyment.

REVIEWS

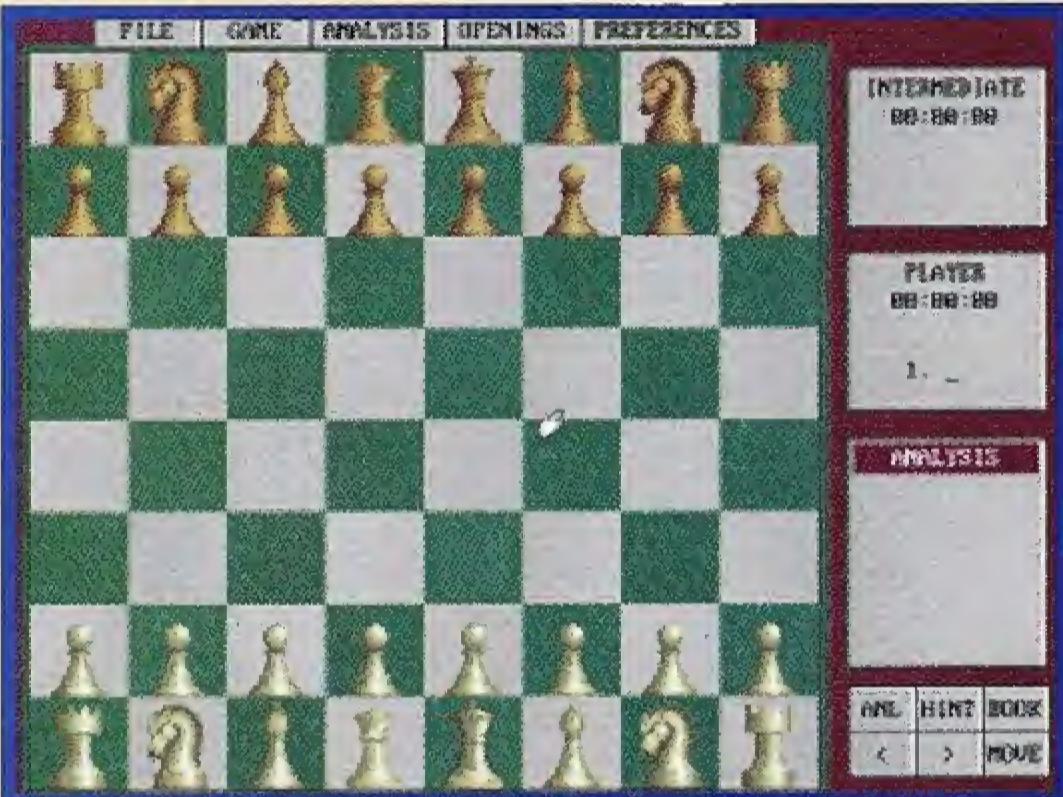
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So you want to be like Bobby Fischer? Well, here is your chance. Whether you're a novice player or even a grand champion, you will find a challenge somewhere in this program for you. This is your classic chess, revised to include better options than previously offered by any other chess software. Capstone has pulled all the tricks from the bag to put interest back into a game that many thought had gone as far as it could go.

With the game's tutor option, even a novice can learn to play up to par of an average player in just a matter of a few games. Then, when you get the hang, you can take on the computer at a novice level and test your abilities. Even if you're struggling and you need some help, there's always the "take a hint" option.

And how many of us are oh so tired of that boring classic piece set? Well, you'll be bored no longer with Grandmaster Chess Deluxe. You not only can choose your

Check out your reflection in the metal playing board.



piece set, ranging from humans to space beings to abstract art pieces (one of my favorites is the monster set, which includes fairies and dragons), but you can also select your playing board. Two I like are the marble surface and metal. Another feature is the ability to telecommunicate your game from one modem to another. When finished playing your game, you can even print your move list.

Those who seek the ultimate challenge can take

on the Grandmaster himself. If you're lucky (and I do mean lucky) enough to beat the computer at that level without using any of the options available to you, then you will receive a certificate of completion at the highest level printed on your printer. Capstone has also done the impossible: It has challenged all other chess programs to battle it out. If you own another chess program and you feel it is superior to all other competition, then take on the Grandmaster with your program. If it wins, Capstone will gladly refund your purchase price.

—Jason A. Wilburn

GRAPHICS 8

With all the options you have, you can't go wrong with the graphics because you choose them all yourself. So, if you don't like them, then give another set a chance.

SOUND/MUSIC 5

There aren't much in the way of sounds, but what can you do?—it's chess. I could've used a music option, but there isn't one, so grab a Walkman and plop in your favorite tape, 'cause you won't be hearin' any jammin' tunes here.

PLAYABILITY 7

The controls are easy if you have a mouse, but you need to be familiar with chess to understand the keyboard inputs. There is a tutor to step you through if you're a beginner.

EDITORS' RATINGS

GORE 7 MIKE 7 CHRIS 8 NIKOS 8

BANG FOR THE BUCK 10

THE LOWDOWN
All in all, there is no rival to this classic game, with greater options than any other software. You can even boot up and challenge your friend across the street—or across the world—to a friendly little game of chess.



I never played the original computer version of *Uninvited* released in 1987, but I did play the NES version released in 1990. (Hey, I was paid to do it, I had no choice.) This version is incredibly superior to the NES version, and I'm guessing it's miles better than the '87 version, too.

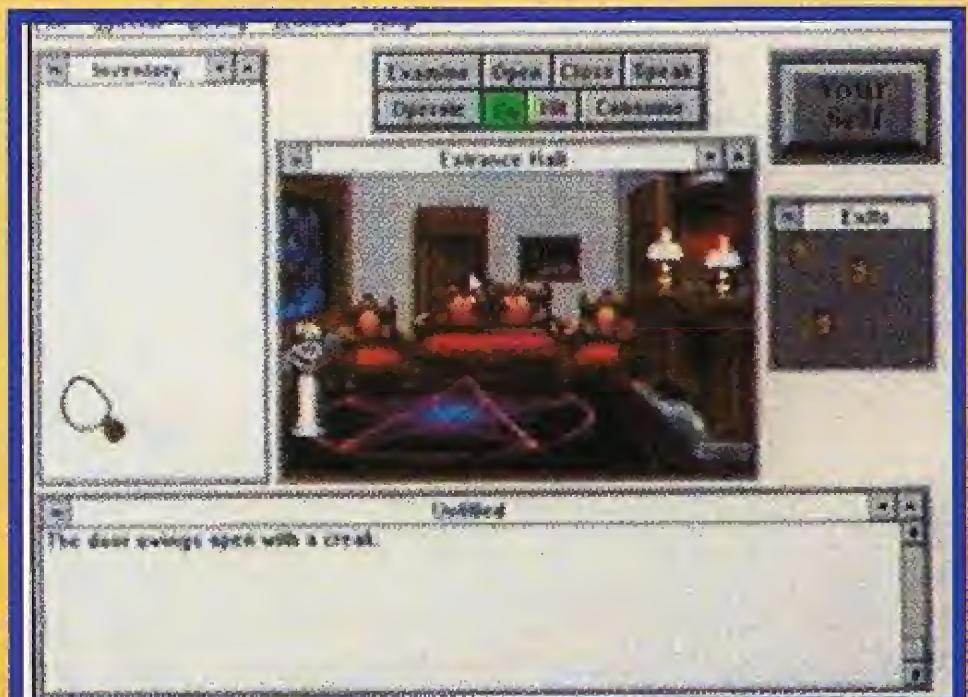
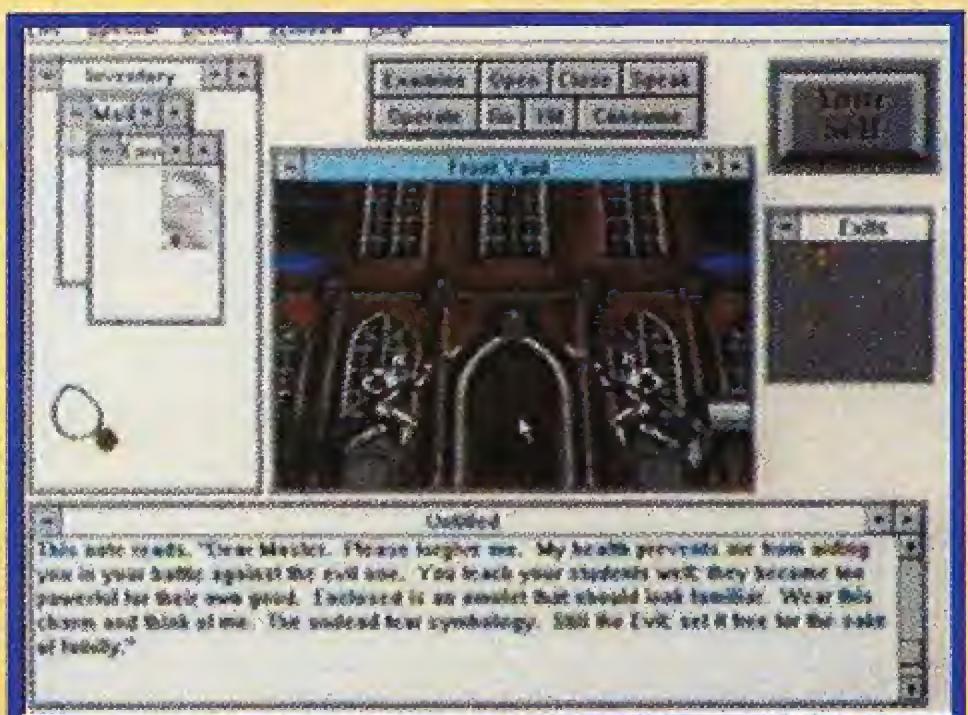
The *Uninvited* of the title is you and your brother, who get into a car accident right in front of a large spooky mansion. Your brother goes in and doesn't come out, so you enter the house to find him. Oops. Now the front door won't open and you're stuck here until you can find the way out.

To do that, you need to explore the rooms of the mansion, grabbing items and solving puzzles in the grand tradition of



PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY: ICOM SIMULATIONS, INC.
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Ghosts, goblins, and Southern belles with a noticeable lack of skin are among the inhabitants of the haunted house in *Uninvited*.



graphic adventures. Typical (and simple) example: There's the ghost of a Southern belle in the hall who keeps ripping your face off. (Don't you hate it when that happens?) Grab the "No Ghost" bottle from the upstairs closet and use it on the belle before she turns around. That's one less danger and one step closer to finding your bro.

The interface takes full advantage of the Windows interface to make the game very user-friendly. The eight commands (Examine, Open, Close, Speak, Operate, Go, Hit, and

Consume) are available are activated by clicking on various buttons. To examine items, you simply double-click on them. To add items to your inventory, you simply drag them into the Inventory window.

The game even uses the Windows Help feature to explain to ultra-beginners how the interface works.

The graphics are excellent, although the window they're displayed in is a bit smaller than I'd like. Super VGA is the best thing to happen to games since, er, VGA. The sound effects are good, but sound a bit muffled coming through my Sound Blaster Pro, and the game freezes whenever a sampled sound is played. For example, every time the thunder effect kicks in, the action stops for almost 10 seconds. To quote Cajun Man: "Frustra-shown!"

Uninvited doesn't have any real problems other than it's really just an old game with new graphics and sounds. Adventure games have come one hell of a long way since 1987, and *Uninvited* is a throw-back to days (and interfaces) gone by. Still, the puzzles are challenging and the graphics are very nice indeed. If you played the original version, it's probably not worth getting this update; if you never played the original version, this is definitely worth a glance.

—Zach Meston



GRAPHICS

8

SOUND/MUSIC

8

The Super VGA pictures are "real purty," but they've been crammed into an uncomfortably small window in the middle of the screen. No big whoop.

PLAYABILITY

8

Windows isn't exactly my favorite user interface, but *Uninvited*'s point-and-click control works very well under it. You'll barely have to touch the keyboard.

EDITORS' RATINGS

GORE 7 **MIKE** 6 **CHRIS** 8 **NIKOS** 7

BANG FOR BUCK

8

THE LOWDOWN

Amazing how much better a six-year-old game gets when you grace it with Super VGA graphics and sampled sounds. This game's so much fun, it's worth putting up with the Windows interface to play it. Check it out.

REVIEWS

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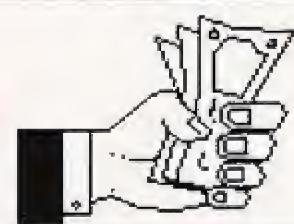
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